Week 2 Frogger Lesson Plan Outline

Day 6:
- Create the Log Agent and add to worksheet
- Program log behavior to move left
- Create the right Bridge Depiction and add to worksheet
- Create the left Bridge Depiction and add to worksheet
- Program the log behavior to generate from the right island
- Program the log behavior to absorb when it reaches the left bridge
- Program the Log to Transport the Frog

Day 7:
- Create the Grotto and add to worksheet
- Program Grotto behavior to reflect a win
- Place the grotto on the top center of the worksheet
- Program frog to die when it is stacked on the Garage, Island, and Bridge
- Test the Game
- Import Images from the Internet to enhance depictions

Day 8:
- Finalize graphics, game flow, and Troubleshoot the Game

Day 9:
- Post Assessment
- Online Arcade introduction
- Explore Arcade
- Complete Ranking Assessment within Arcade

Day 10:
- Final Assessment
- Upload the Final Game to Arcade