

FROGGER

Today we're remaking the 1981 Konami classic arcade game Frogger, a fun game where you play a frog trying to cross a busy road without getting squished. If you think that sounds a lot like Crossy Road, you're right! You can find the starter file for this project <u>here</u>.

CARS

```
when I start as a clone
show
change y by Lane ' 24

turn C* 180 ' Lane degrees

move -135 steps

change color v effect by pick random 1 to 200

forever

move 4 steps

if touching edge v ? then

delete this clone

when I clicked

go to front v layer

go backward v 2 layers

go to x: 0 y: -147

hide

forever

wait 0.5 seconds

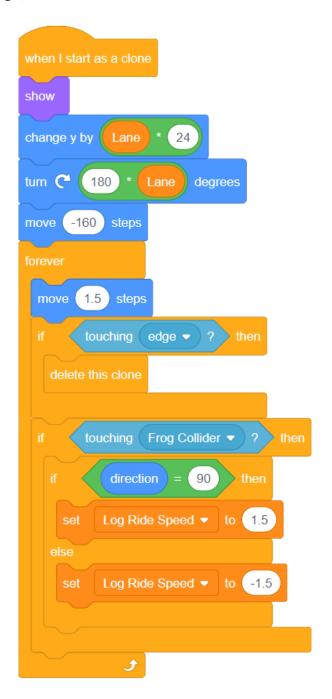
set Lane v to pick random 0 to 4

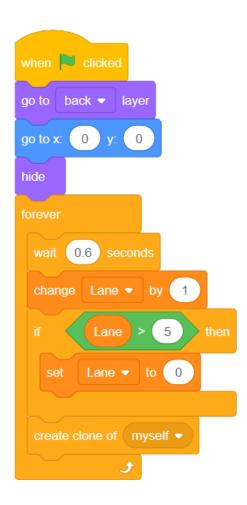
create clone of myself v
```

FROG

```
set ghost ▼ effect to 0
                                           when 📁 clicked
set pixelate ▼ effect to 0
set color ▼ effect to 0
set size to 7 %
set Jump ▼ to 0
set Log Ride Speed ▼ to 0
go to x: 0 y: -167
         Log Ride Speed = 0 and y position > -8 and y position < 116 and Jump = 0
  start sound frogger-plunk ▼
  broadcast Death ▼ and wait
 if key w ▼ pressed? then
  if Jump = 0 ther
                                     when 🔁 clicked
   point in direction 0
                                     set lives ▼ to 3
                                                                          set Can Die ▼ to 0
    set Jump → to 1
                                     set Can Die ▼ to 1
                                                                          change lives ▼ by -1
                                                                           repeat 5
                                      if Jump = 1 then
    key s ▼ pressed? then
                                                                           change color ▼ effect by 20
                                        move 24 steps
                                                                           change size by 1
  if Jump = 0 ther
                                        if touching blocker ▼ ? then
    point in direction 180
                                                                           repeat 5
                                         set Jump ▼ to 0
    set Jump ▼ to 1
                                                                           change size by 1
                                       move -24 steps
                                                                           change píxelate ▼ effect by 200
    key d ▼ pressed? then
                                                                           change ghost ▼ effect by 20
  if Jump = 0 then
                                       if Jump = 1 then
                                                                           f lives = 0 then
    point in direction 90
                                        repeat 3
   set Jump ▼ to 1
                                         move 8 steps
    key a ▼ pressed? then
                                        wait 0.05 seconds
                                                                          set Can Die ▼ to 1
  if Jump = 0 then
                                        set Jump → to 0
                                                                           broadcast Spawn Frog ▼
    point in direction -90
                                                3
    set Jump ▼ to 1
change x by Log Ride Speed
set Log Ride Speed ▼ to 0
```

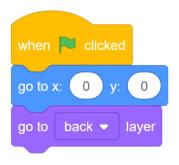
LOGS





MAP

BLOCKER





LILY PAD



```
when I start as a clone
show

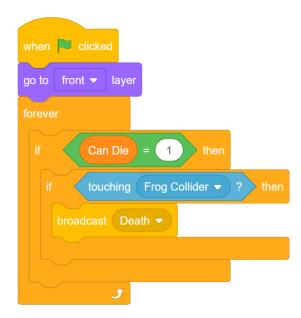
wait until touching Frog Collider ▼ ?

switch costume to pad_with_frog ▼

change score ▼ by 1

broadcast Spawn Frog ▼
```

SIDE PANEL



FROGGER LOGO



