

Game Design setup for Frogga Project

Step 1: Add animations needed for game

1. Player Sprite
2. Treasure Sprite
3. 4 different AI sprites that move across screen

Ex.



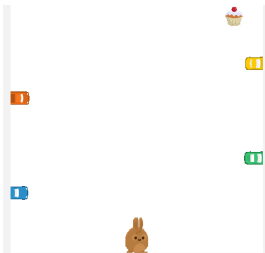
Step 2: Setup all sprites in code using variable blocks set scale and rotation as needed

Ex.

```
var car4 = createSprite(390, 100);  
car4.setAnimation("car_yellow_1");  
car4.scale = 0.3;  
car4.rotation = 90;
```

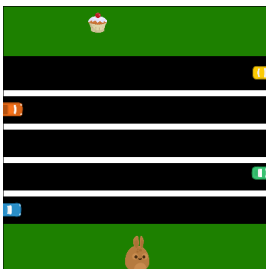
Step 3: set sprites start positions where they will go on screen, createSprite(x, y);

Ex.



Step 4: Create Background – this can be a sprite or drawing.

Ex.



Step 5: Program the cars to move across screen and have them reset when reaching edge.

Ex.

```
car4.x = car4.x - 5;  
if (car4.x < 10) {  
  car4.x = 390;  
}
```

Step 6: Build key handler to move player

Ex.

```
if (keyDown("up")) {  
  bun.y = bun.y - 5;  
}
```

Step 7: Set Variables of score and Lives

Ex.

```
var score = 0;  
var life = 3;
```

Step 8: Setup collisions conditions with cars and treasure

Ex.

```
if (bun.isTouching(car4)) {  
  bun.x = 200;  
  bun.y = 375;  
  life = life - 1;  
}
```

Step 9: Setup Game over situation that changes screen and makes all sprites disappear, I would use `sprite.visible=0;` to make them disappear and then lock players y to a value: `player.y=400;`

Step 10: Make Display of score and lives on the screen.

Ex.

```
fill("red");  
textSize(20);  
text("Score:"+score, 10, 10, 70, 50);  
text("Lives:"+life, 10, 50);
```

Step 11: make sure draw loop is setup correct based on all of the steps

Ex.

```
function draw() {  
  backGround();  
  carMove();  
  playerMove();  
  collide();  
  if (life < 1) {  
    gameOver();  
  }  
  scoreLives();  
  drawSprites();  
}
```

On my game I made each of the steps a separate Function based on Lesson 24 for better organization