

Frogger Jamison Sawyer

1. Name of the game:

Frogger

2. Game platform:

Flash game

3. Brief description of the game:

You are a frog placed on one side of a multi-lane highway and a river, and you must cross both and reach the other side without being hit by a vehicle or landing in the water, or on an alligator. You have to cross the road and river 5 different times and make it into 5 different locations without dying or running out of the allotted time. When you successfully cross 5 times you advance to the next level where more obstacles are added and everything moves faster. You have 5 lives total and when you run out of lives the game is over.

4. What is the game's genre? Does it follow the rules for the genre? Does it have any unique characteristics relative to other games in the genre?

Frogger is really an action arcade style game where the idea is to successfully complete a mission, in this case crossing the street, without running out of lives. The general idea is very related to the genre and is a very simplistic approach to action style arcade games.

5. Describe the game interface. What controls are available to the user, and what aspects of the game do they control?

The entire game is based off of the arrow keys and those are the only controls that you use. Each one represents the direction you want the frog to move .

6. What is the goal of the game?

The goal of the game is to reach the other side of the map without losing a life

7. What are the major challenges of the game?

The major challenges are to avoid the multiple lanes of traffic as you cross the road, and to time up you jumps accordingly because neither the traffic or the logs move at the same speed. Then you must avoid the alligators that randomly appear in your destination spaces as you attempt to jump in them

8. What is the complexity of the rule set?

The rule set is very simple, all you have to do is avoid certain obstacles and reach a safe destination

9. What kind of competition exists?

As the level increases the obstacles move at a faster pace and alligators increase in number

10. Is the game fun? Rate on a scale of 1 (not fun) to 5 (very fun)

3. I consider this game fun to a certain extent, but after a while can become boring

11. Is the game difficult to learn? Rate on a scale of 1 (easy) to 5 (difficult).

1. This game is very easy to learn and has very simple rules and goals

12. Rate the visual quality of the game between 1 (poor) to 5 (very good)

2. This game doesn't have very good graphics, but you can tell what the object are and they don't have to have high quality to play the game

13. How engaging is the game? Rate on a scale of 1 (not at all) to 5 (extremely).

2. I mean it isn't a complex game at all, but it keeps you attention and is very simple

14. What is your overall recommendation for the game? Rate on a scale of 1 (Do not recommend) to 5 (strongly recommend).

4. It will never blow your socks off but was one of the original video games ever and will always remain an enjoyable game to try out

Review (Zack Cecere):

Fun?: 3 == With a very simple build and fast pace, this game has both playability and difficulty. In other words, it is easy to jump in and it provides enough challenge and a classic score based incentive system to keep the user engaged, making it a pretty good game.

Learning Curve: 1 == Simple and intuitive controls mixed with a simple game concept (avoid or use objects the move in a regular pattern) make this game very easy to learn.

Visual Quality: 2 == The visual quality is just good enough to allow the user to decipher the differences between the various objects within the game. It looks rather dated.

Engaging: 3 == Although the simple concept mixed with the difficulty of a fast moving system should create an addicting game, I find myself wishing for more complexity. Perhaps it is just me, but repeatedly navigating a highly regular course does not appeal to me.

Recommendation: 3 == As a classic arcade game, you should probably play this at least once. However, given the lack of variation in the core concept of the game, there are likely more addicting games out there.