**Tamagotchi User Document**

1. **Project Description, Goals, and Potential Users**

This project delivers a basic implementation of a standard Tamagotchi game, in which a player cares for a virtual pet by interacting with it in a variety of ways including feeding, watering, playing, cleaning, and communicating. The Tamagotchi, which has certain attributes related to these activities such as hunger, thirst, cleanliness, and mood, will see its state deteriorate over time if the player neglects it, while proper care will maintain or increase its attributes. If critical attributes like food or water fall to zero, the Tamagotchi will die. From a user perspective, the goal of the game is to keep a happy and healthy Tamagotchi. As developers, the goal of the project centers on user engagement and entertainment, to provide a fun and relaxed experience with minimal difficulty. Ideally, players will become invested in their Tamagotchi and enjoy spending time in the game to interact with it. Potential users include students in the teen to young adult age range, as well as anyone interested in low-stress and casual gaming.

1. **Implementation and Use Cases**

The first release of the project is text based and provides the framework upon which future versions will be built. A text display allows players to create, save, and load a Tamagotchi, care for and interact with it via menu selection of the basic commands (Feed, Water, Clean, Play, and Communicate), as well as view the current status of all its attributes (Mood, Money, Food, Water, and Cleanliness). A brief description of these functionalities and their associated use cases follows:

1. *Creating, Managing, and Viewing a Tamagotchi*

In the main menu, the player can choose to create a new Tamagotchi, load a saved one, or quit. When first making a Tamagotchi, the player will be asked to give it a name, and it will then be initialized with its attributes at their maximum values and an inventory of simple food, drink, play, and cleaning items. The player will then see a menu of possible interactions and the stats of the Tamagotchi (these stats will always be visible on each screen in the game). At regular intervals, players will see the Food, Water, and Cleanliness attributes gradually decrease, with the Mood attribute changing relative to them. Saving and loading a Tamagotchi is handled through file I/O.

1. *Feeding and Watering a Tamagotchi*

From the Tamagotchi’s interaction menu, the player can choose to feed or water the Tamagotchi in order to keep its hunger and thirst in check. When Feed is selected, a food item from the Tamagotchi’s inventory will be consumed. On consumption, the Tamagotchi’s Food and Mood attributes will increase, while its Water and Cleanliness attributes will decrease. If Water is selected, a drink item from the inventory will be consumed which increases the Water and Mood attributes.

1. *Playing with a Tamagotchi*

The player can also select to play with a Tamagotchi in order to maintain its mood and keep it happy and thriving. When Play is selected, a toy will be selected from the Tamagotchi’s inventory. Playing with a given toy will increase the Tamagotchi’s Mood while decreasing its Cleanliness.

1. *Cleaning a Tamagotchi*

In order to preserve the Tamagotchi’s cleanliness and keep it from becoming too dirty through play or eating, players can select the Clean option from the interaction menu. When selected, a cleaning item will be taken from the Tamagotchi’s inventory which will increase its Cleanliness and Mood on consumption.

1. *Communicating with a Tamagotchi*

For a personal interaction with their Tamagotchi, player’s can select the Communicate option from the interaction menu. On selection, players can then choose a line of dialogue to say to the Tamagotchi. Depending on its mood, player’s will receive a variety of different responses.

1. **Future Development Goals**

For future releases, the project will move from a text-based format to a graphical display. The Tamagotchi, its area, items, and mood states will be depicted with various sprites to give players a more visually appealing game environment. Other planned additions include a shop which will allow players to buy various kinds of items for their Tamagotchi (using money collected through play and proper care), different types of Tamagotchi’s with varying personalities that each provide unique dialogue, as well as in-game music and sound. Ideally, these additions will result in an even more engaging and entertaining user experience, providing deeper interactive mechanics and a rewarding audiovisual component.