Project Proposal: Kempigotchi

Executive Summary

Our virtual pet web app, Kempigotchi, inspired by the classic Tamagotchi, focuses on delivering a responsive, well-designed, and accessible interface with persistent pet stats. With core features like tracking pet hunger, happiness, and health, as well as user actions to nurture the pet, we hope to offer an engaging and interactive experience of virtual companionship.

Project Background

Virtual pet apps have gained popularity by offering users a way to care for and connect with digital animals. However, existing solutions are often lacking in usability and accessibility and do not include layouts for multiple form factors. Kempigotchi aims to redefine the virtual pet app space with responsive mobile-first design that puts an emphasis on usability and accessibility.

Proposed Solution

Our vision is to develop a web app where users can nurture a pet across growth stages with real-time, persistent stat updates. **Our tech stack will be React and Firebase.**

Project Deliverables and Goals

Within our main deliverable of a fully functional virtual pet app, we will deliver multiple features. We will implement **Pet Attributes** as three categories–Hunger, Happiness, and Health–that can be represented by values from 0 to 100 and decrease at a constant rate and are visible to the user. We will implement **Pet Interactions**–Feed, Play, and Clean–that replenish Hunger, Happiness, and Health respectively as actions that the user can take. We will implement **Pet Growth Stages**–Baby, Child, and Adult–as states that the pet will progress through after a certain number of user interactions. Finally, we will implement **Pet Lifecycle**—-Adopt and Death–as initial and terminal steps to having a pet.

Conclusion

This project offers a unique, user-experience-focused approach to virtual companionship. Through a responsive, multi-platform design, we hope to bridge the gap in accessible digital pet web apps.