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Features:

- Keep track of health, happiness, hunger (maybe also training)
- Growth: Baby, toddler, child, teen, young adult, adult (6 stages)
- Currency / Shop
 - Get coins for feeding pet on time (match with human eating time)
 - Get coins for quickly checking up on pet & taking care (ex: nap time, etc)
- Health
 - Putting to sleep
 - If gets sick -> meds?
 - Bath, wash up, etc
- Happiness
 - Button to play
 - Can get new toys
- Hunger
 - Feed
 - Buy food

Tech Stack: React with JavaScript

- Material UI for components

Project Proposal

Summary

This project aims to revive the virtual pet care games industry by creating a simple yet appealing version of the original tamagotchi. Our game will have a cute creature to take care of by ensuring he is happy, healthy, and well fed. The introduction of currency and a shop will allow for users to strive for the best items in the shop by ensuring their pet is taken care of. We will aim to get the MVP done by week 9 and polish it by week 11. By the end of the quarter, we are aiming to have a product that stays true to the core of virtual pet care games with an addictive twist.

Project Background

Since the 1990s, there has been a massive decline in engagement with virtual pet care games like Tamagotchi. While Tamagotchi was a cultural phenomenon in the 90s, appealing to users of all ages, the franchise has struggled to maintain the same level of engagement and relevance as more advanced video games and mobile apps have evolved to replace it. The goal of this project is to investigate how to revive and modernize the Tamagotchi experience to appeal to a new generation while retaining the charm that made it successful initially. Tamagotchi was first released by Bandai in 1996 and sold over 40 million units worldwide within a few years. Multiple attempts have been made to modernize the Tamagotchi concept and versions were

created to serve Game Boy, Nintendo DS and Wii users. More recently, “Tamagotchi Classic” and “My Tamagotchi Forever” were released to serve mobile users. Additionally, Nintendo’s *Nintendogs* and *Pokémon GO* offered variations on the virtual pet theme, successfully integrating AR and social features. Past attempts to revitalize Tamagotchi itself have had limited success in sustaining user interest. Previous research has largely focused on the nostalgic appeal of Tamagotchi, rather than adapting to a new generation of users. Our group aims to research and develop a modernized Tamagotchi that resonates with current market expectations, blending classic features with modern technology, reviving the charm of Tamagotchi and making it relevant for today’s users.

Solution

Our vision is to provide the best virtual companions in the world. We aim to create an engaging and interactive web application where users can care for and grow alongside their virtual pets. For our project schedule, we aim to meet the three primary milestones in weeks 6, 9, and 11 and create smaller milestones along the way with time buffered in for flexibility and any unexpected obstacles. In terms of roles and responsibilities, our team plans on using RACI or RACI-derived matrices to ensure each team member equitably contributes to the project’s success. We aim to partition our minimum viable product into approachable and well-defined deliverables with room for reaching goals.

Project Deliverables and Goals

The end product of this project is a virtual pet web application that allows users to interact with their virtual pet. This application will incorporate features such as allowing users to play with, feed, and take care of their pet. Another feature that will be included is currency. Users will be able to ‘shop’ for items to further interact with their pet. To explain the timeline of this project and goals to be met by each deadline, by the end of week 6, our team will have identified core Minimal Viable Product (MVP) features and create design mockups on Figma for the web app and feature layouts. By week 9, we will have a rough MVP running. It will allow users to play around with the key features of the application and get a general impression of the app. Upon receiving feedback from gathered participants, our team will polish the application by incorporating designs and receive feedback about the functionality of certain features by the end of week 11. By the end of the quarter, we will have a fully functioning and intuitive virtual pet web application that allows users to interact with their pet in multiple ways and have fun all the while.

Resources Needed

- 1) GitHub or other version control platform
- 2) Vite

- 3) React
- 4) Tailwind CSS
- 5) Materials UI or other component library

Conclusion

This project is built upon the idea of reviving the original Tamagotchi game by giving it a new design, a modern platform, and new features, while maintaining the authenticity of the original game. Throughout the course of 5 weeks, our team plans to set goals and milestones along the way to first deliver a minimum viable product with key features and functionality, then incorporate feedback to further improve and finalize the product. We hope to provide users with a fun time with their furry friends.