

# Project Presentation



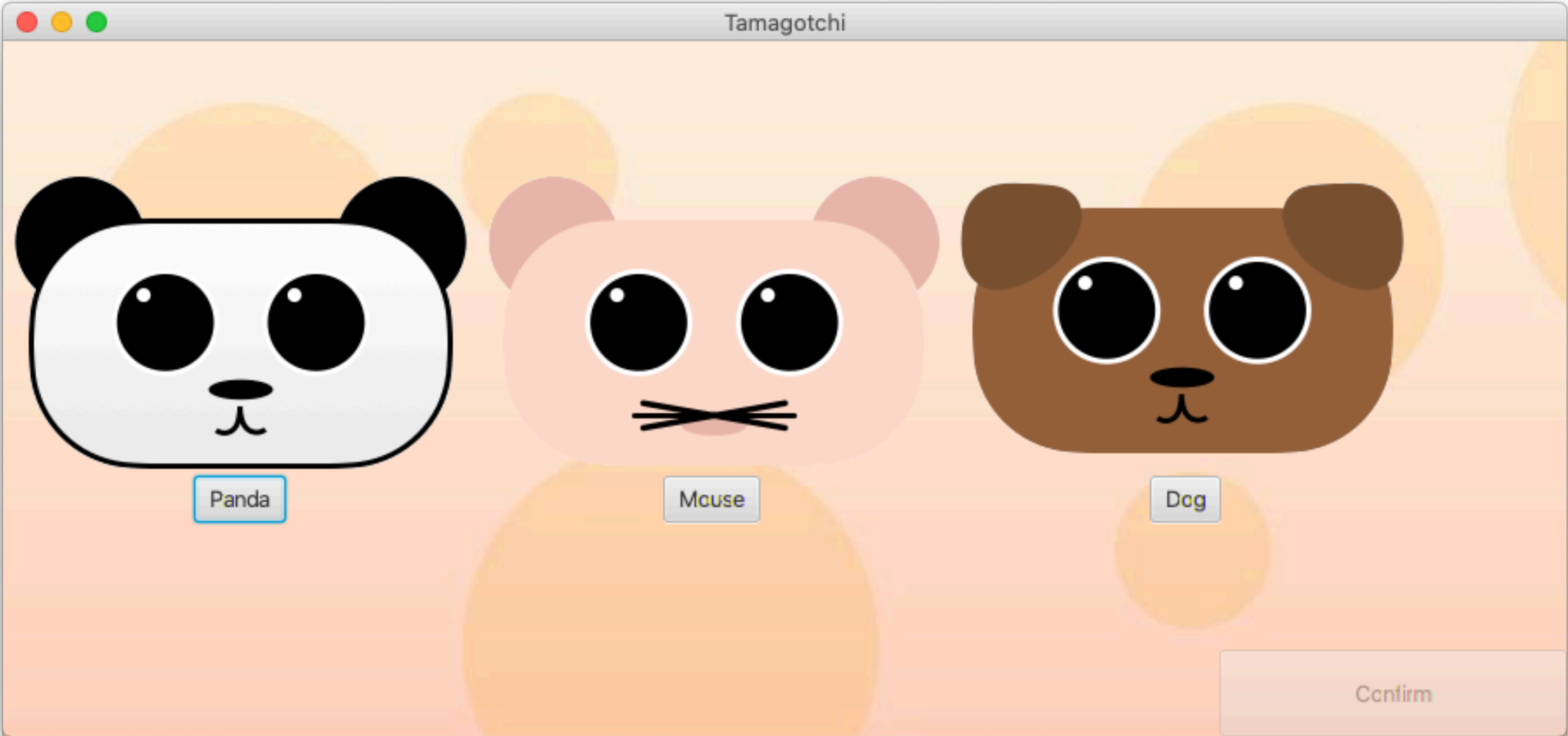
# Welcome Window

Main Menu initiates gameplay, loads a previously-saved game, or exits the program. If the user attempts to load a previously-saved game but no game was previously saved, a popup will appear.



# Character Selection Window

Character Menu  
personalizes the  
Tamagotchi character to  
be either a Panda, Mouse,  
or Dog. The character  
selection is reflected  
throughout gameplay.  
Healthy/sick animations  
are supported across all  
three character styles.



# Gameplay Window

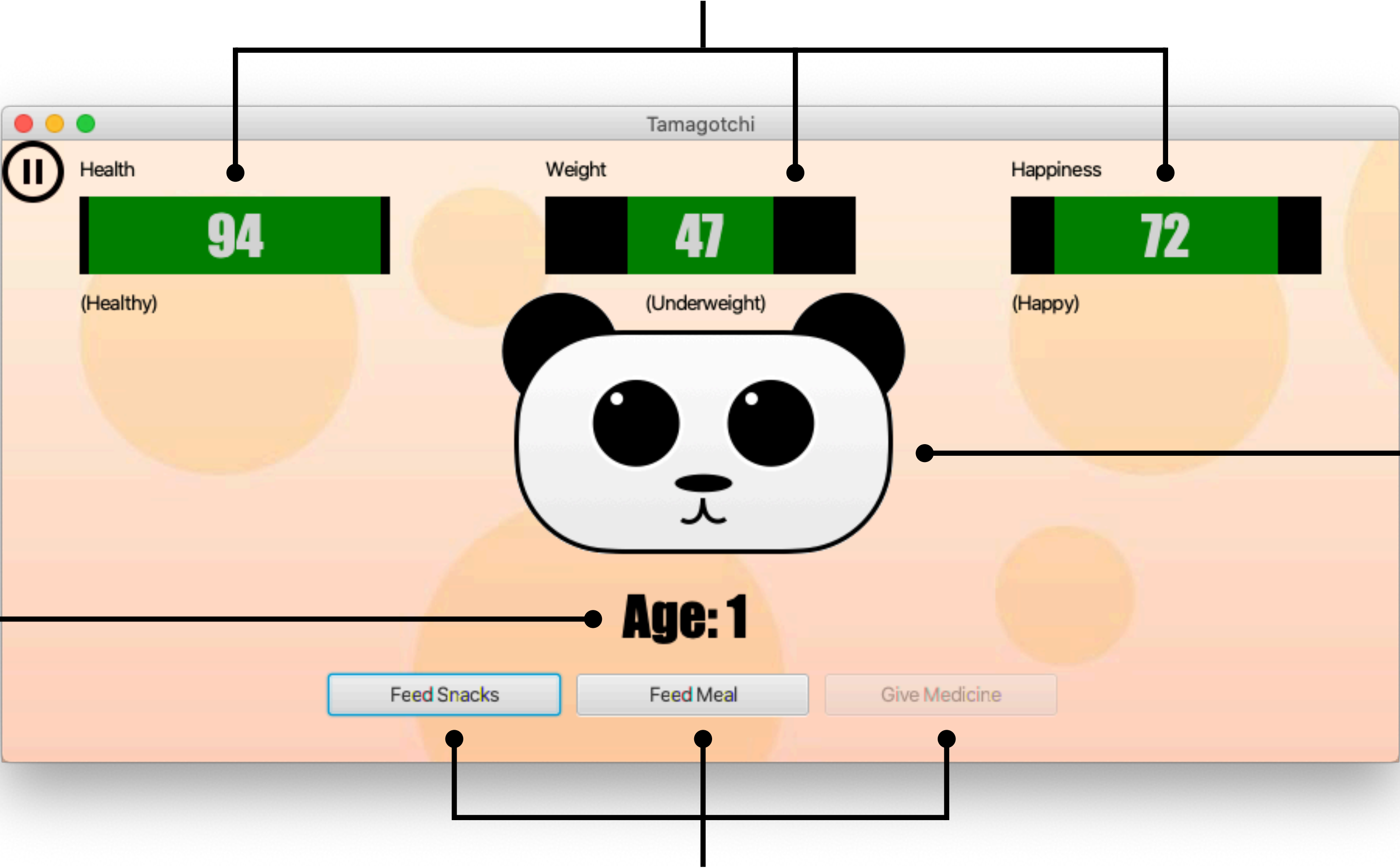
Status Indicators display the current Health, Weight, and Happiness of the Tamagotchi pet, alongside their corresponding verbal descriptions. The indicators also adjust their color to bring user attention to any urgent conditions the character is experiencing.

Pause Button pauses gameplay and invokes a menu allowing the player to resume gameplay, save the current status, or quit the game.


Age Indicator reflects the current virtual Age of the character, which increases by one every six seconds.

Tamagotchi Character reflects the graphical character the player has selected for gameplay. Note that the character supports both “healthy” and “sick” visual styles.

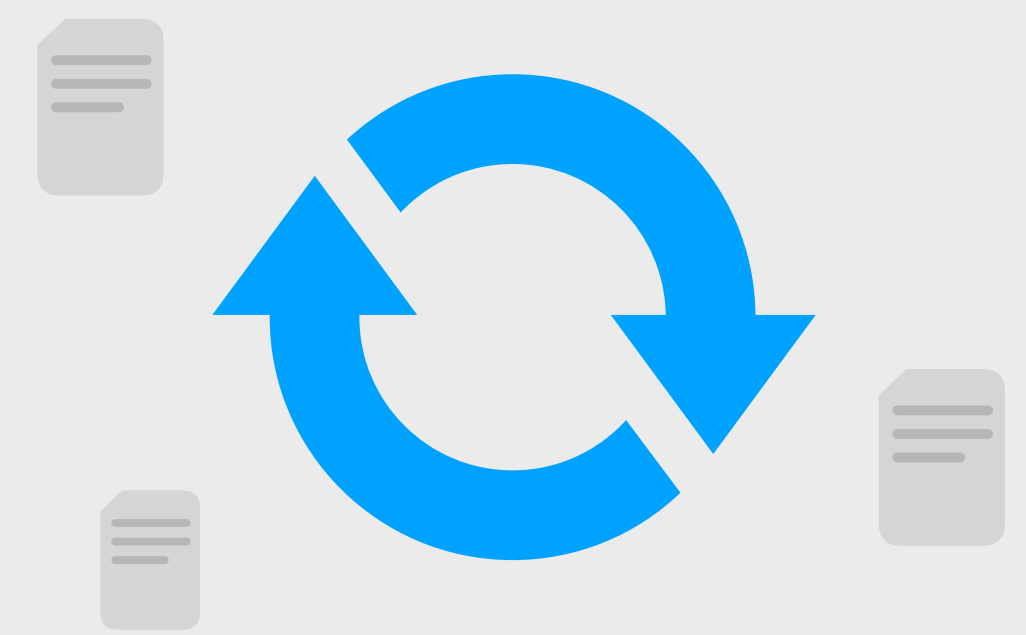
Gameplay Controls allow the player to “feed” the Tamagotchi character a snack, a meal, or give a dose of medicine. Giving a snack, a meal, or a dose of medicine each affect the character’s status metrics in various ways, as described in the project spec. The Give Medicine button is disabled while the character is not sick.



# Wow-Factor



Expression Support enables each of the three character possibilities to emote sickness or health.



AutoSave lets users seamlessly resume gameplay, right where they left off.



Character Selection allows players to pick their favorite of three different characters.



# Meeting Notes

1

## Meeting 1

November 28th @ 5:30 pm

- Initial planning
- Complete setup of Trello and GitHub repository, including adding Akshith and Dr. Misurda
- Discussion of general approach
- Reviewing project specifications
- Clarifying initial questions
- Trello updated

2

## Meeting 2

December 3rd @ 11:30 am

- Prototype demonstration
  - Mostly complete GUI
  - Character selection
  - GUI buttons not yet tied to functionality
  - Gameplay not yet functional
- Clarified wow-factor
- Trello updated

3

## Meeting 3

December 8th @ 4:30 pm

- Mostly complete demonstration
  - Functional GUI
  - Independent gameplay event driver thread
  - Emotion support (healthy/sick)
- More testing and complete documentation needed
- Must add game over notification, and more (see Trello)
- Trello updated