Project pitch

<THE GOATS>

Team 20

Name	Student number	Email
Andrés Lot Camarena	*2724030*	*a.lotcamarena@student.vu.nl*
Stefan Dragosh Vatamanu	2726157	*s.vatamanu@student.vu.nl*
Marcel Niedzielski	*2726454*	*m.niedzielski@student.vu.nl*
Simona Peychinova	*2724076*	*s.peychinova@student.vu.nl*

Overview

Our system, "Office Pets", is a virtual pet simulator that enhances and keeps track of a working session. The key aspects of the system include:

Customizations/Extensions:
- Name your pet
- Change your backgrounds

Main Type of User(s):
- Office workers: People who tend to spend a lot of time working on the computer will enjoy the extra companionship and time tracking that Office Pets will provide.
- Students: Office Pets can diffuse some of the stress that comes with workload by occasionally interacting with them and friendly reminders of time you have been working.

Overview

Overall Idea About How it Works:

- Upon launching the game a clock starts and records working session in the top of the window.
- Also, the egg will appear. After a short period of time, the egg hatches, the pet will be revealed (race, gender), waiting for the user to input their pet's name. (minimalistic sound queues)
- The virtual pet's health, mood, energy and hunger will depend on the user's actions and decisions.
- Virtual pet evolution: The virtual pet grows over time, changing its appearance from a child to an adult.
- Economy: succeeding in mini games grants the player score which works as an accepted currency in stores where players can further customise their pets or their backgrounds. Shops also offer the food necessary for pets.
- **BONUS:** Achievements.

Functional features

ID	Short name	Description	
F1	Buttons	The player will interact with different menus by pressing buttons containing icons indicating their corresponding menu. Buttons will be located in top and bottom bars surrounding the virtual pet. - Feed: Displays food options to buy and feed pet - Sleep: Puts the pet to sleep - Bath: Cleans pet - Play: Starts mini-game with pet - Stats: Displays hunger, energy, mood and health of pet - Shop: Displays customizable items to buy	
F2	Pet interactions	Players can feed, play, and put their pets to sleep by various cursor movements like clicking on the pet, (or) dragging the pet.	
F3	Mini-games	Different games the player can have with their pet to boost their "mood" status and gain in-game currency.	
F4	Aging and evolution	Pets will grow older over a certain time, evolve from "child" to "adult".	
F5	Death	If the player doesn't take care of their pet's needs, it can cause the pet to die and a gravestone takes its place (clock still runs).	
F6	Clock/stopwatch	Initiated when game is launched. Tracks the amount of time the app has been open.	

Quality requirements

ID	Short Name	Quality attribute	Description
QR1	Clock Always Runs	Reliability	• The system shall always display the hours of the working session until closed.
QR2	Extensible deck	Maintainability/Scalability	• The system shall be easy to maintain and update. • The system shall allow for the addition of new features or modifications without significant impact on existing functionality.
QR3	Stability	Performance	• Resource-efficient app. • Shall be able to run simultaneously with other apps.
QR4	User-Friendly Interaction	Usability	• The virtual pet shall be easy to care for and interact with, even for users with limited experience with technology.

Time log

Member	Activity	Week number	Hours
ALL	Define functional features	1	3
ALL	Define quality requrements	1	2
Marcel	Project Pitch	1	1
Simona	Project Pitch	1	1
Dragos	Project Pitch	1	1
Lot	Project Pitch	1	1
ALL	Meeting with TA	1	1

Signed contract

https://vunl-my.sharepoint.com/:w:/g/personal/s_peychinova_student_vu_nl/ER0EyXHriVFAhwafihVoSaMBTqIzVCDhQDR8ETRoqzgW-Q?e=BwdKbq