CSC275 Final Project

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Virtual Tamagotchi

This assignment was created as a tribute to the 1990’s Tamagotchi pet. You open it and are presented with a set of instructions… Basically keep him/her alive! You are then prompted to press a button where you enter the game. You are given a menu to make choices from. Every time you press next day the stats will be reduced by a random number and your job is to spend time giving him food, drinks and toys. You do not have a limit, so when you are bored with your pet simply press 5 to exit or let him die. Your score or “age” of your pet will be saved in a document. Simply open it up to view your past score!

Requirements used:

1. Opening screen with a description of the application and instructions
2. Menu for the user to choose options
3. 4 classes
4. Inheritance
5. Polymorphism
6. Encapsulation
7. File I/O
8. Exception Handling
9. Boost Library