

Sunday, December 1st, 2019.

Gordon Gray

Sabine Rosenberg,

Cart 351.

Final Project: VetPet!

About:

Vetpet is a tamagotchi inspired game with the twist of having to take care of an ile pet that is already dying. The user receives a random pet that is already very ill and on the verge of passing on. The user must remove viruses that appear within the pet's brain, heart and lungs every few hours. The title is meant to last for about a day or two and the user logs back into the site on a regular basis to check up on their pet. If the user does not remove any viruses or check in on their pet, the vetpet will die very painfully resulting in a lost. Upside, if the user does remove viruses regularly, their vetpet will die in peace resulting in a win.

Goals

I wanted to create an experience that would be meaningful and personal to the user. By generating a random pet with a name, gender, hobbie, place of birth and a zodiac sign would make each pet more personally meaningful to the user. Ultimately, personifying the pets would create a more emotionally sad reaction in the user when the pets dies and become memorable lost for the user.

Code:

The game is made up of HTML, CSS, PHP, Javascript, J-quarry, Json and SQL. HTML and CSS make the hold of the base webpage. PHP allows the transfer of data back and fore from the SQL database. J-quarry addis in updating any new display states on the HTML page. Javascript does most the data updates between the user removing virus on the game page and transfers that to the database through PHP. Also Javascript displays any new information on the page that is committed between from the Database to PHP and back to Javascripsted.

CronJob.

This game uses a Cron Job in order to update each user's vetpet's health, viruses and suffering every half an hour. The Cron Job executes a PHP page to update user data in the database. This is to simulate that the pet is becoming more ill over real world time when the user is not currently present on the game page of the title.

PlayTesting

A Friend of my named Chris who works as a game tester helped test out the title for me. He told his first vetpet was a Lion named Shadow, and he logged in to check on her about every 2 hours. Successfully, he managed to take care of Shadow before her passing and she died peacefully. This testing however was during the period when the cron job was not working probably so I had to manually run the damage every few hours.

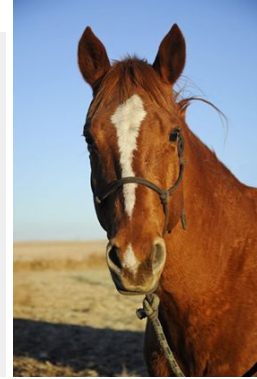
When the CronJob was working Chris made a new game and was given an Elephant named Silo. He Successfully managed to take care of Silo however, he only checked in on him 3 times: first check in was 2 hours after creating a new game, second was 3 hours later and the last was 2 hours after the second check in. Silo survived up to around 13 hours. Chris's feedback best feedback on the project he said was "The only real criticism I have is that they die too fast". I agree on this as Silo only lasted 13 hours. However, we discovered that there was an error in the code that was not given the animals the right health at the time.

We did a calculation and run the test with the real health of 370 hp. This time his laetys pet Rico the cat has survived past 24 hours which I had hoped for. As of this writing Rico is still living but Chris is still taking care of the cat in a responsible way. Chris played the game in the intended way as I wanted my user's to play the title: by checking in on their pets every so often of their day and not every 5 minutes. I found that Chris played the title in the most responsible way and didn't waste his entire day on his pet.

Inspiration:

Below you will see all the inspirational images that were found on google.





Artwork:

I drew all my pixel art the piskelapp located at <https://www.piskelapp.com/>. I loosely based all the art assets off the photos you see above while trying to make it look gamie at the same time.

Gif Images of all the animals and their states below:

Dog:



Cat:



Horse:



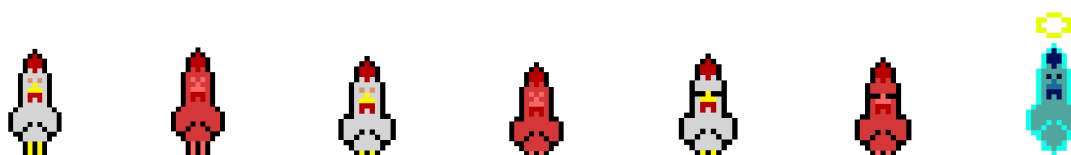
Lion:



Bear:



Chicken:



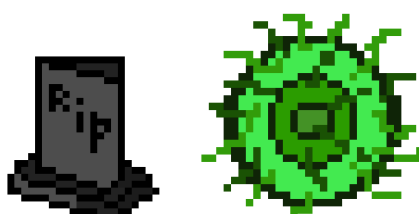
Elephant:

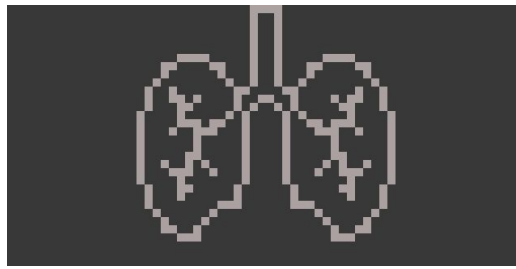
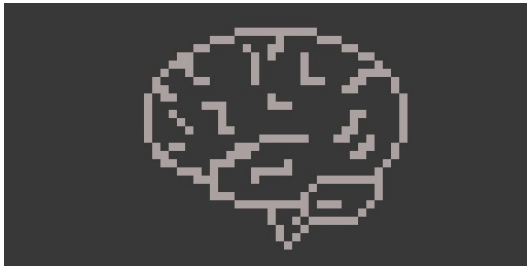


Fox:



Gravestone and Virus.



X-Ray Backgrounds:

Gamepage:

Below is the main page of the game. Personal information about the pet is to the left of the screen. In the center is a gif image of the animal which is animated and changes based on it's status. At the bottom there are 3 buttons that are used to open up the x-rays of the the vetpet's brain, heart and lungs.

A screenshot of the game's main interface. It features a pink background. On the left is a table with pet information. In the center is a pixelated horse character. Below the character is a status box. At the bottom are three buttons for X-ray views. A 'Main Menu' button is in the top right corner.

Animal:	Horse
Name:	Harry
Sex:	Male
Birthplace:	Ethiopia
Hobbie:	Locksport
Zodiac:	Leo

Main Menu

Status: Good

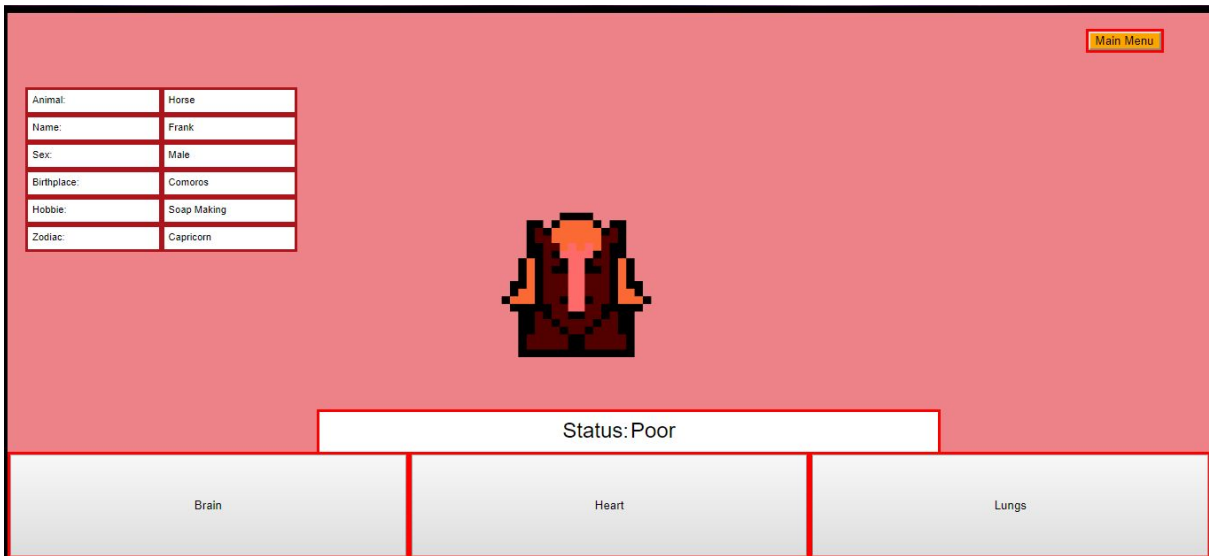
Brain

Heart

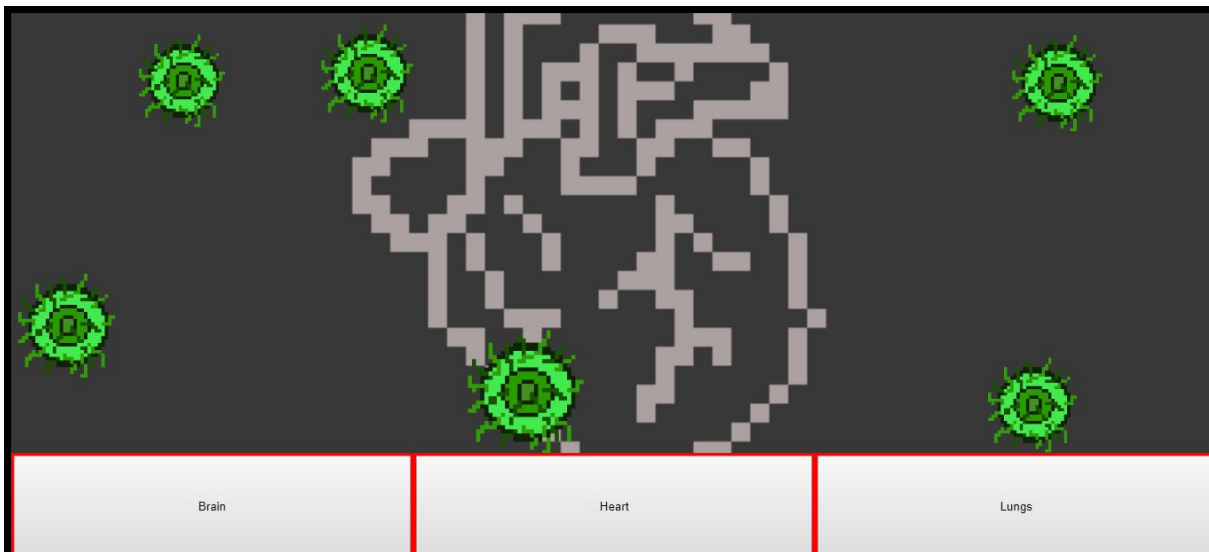
Lungs

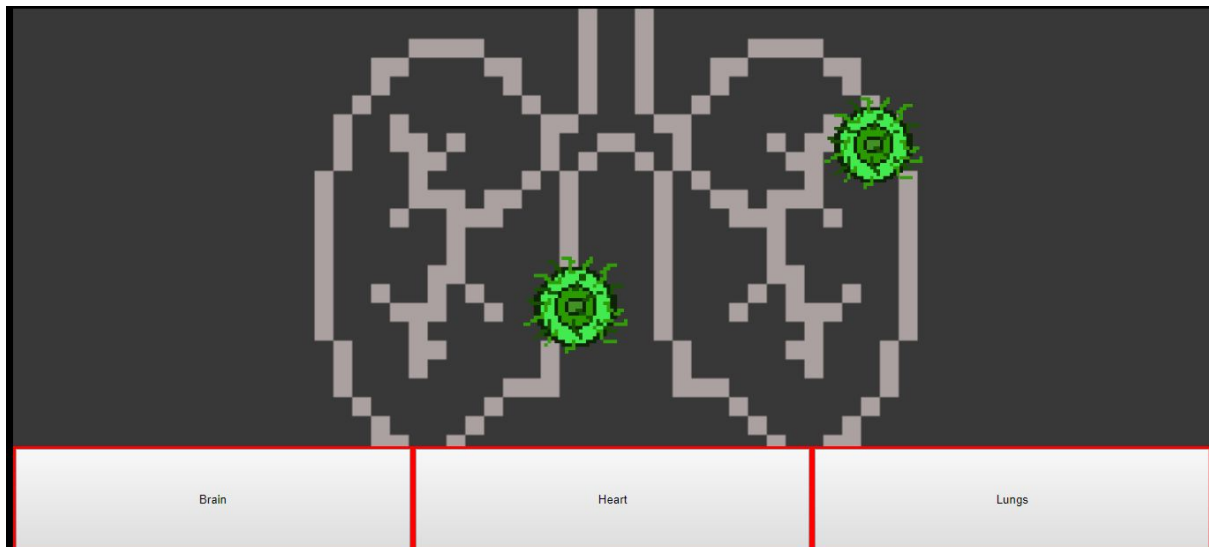
After Returning back to the game for more than a half hour the pet will have gained some viruses and flash red if it is in pain. The image below is of a vetpet near it's death as it's

status is poor. Also it is flashing red meaning that it is suffering in pain.

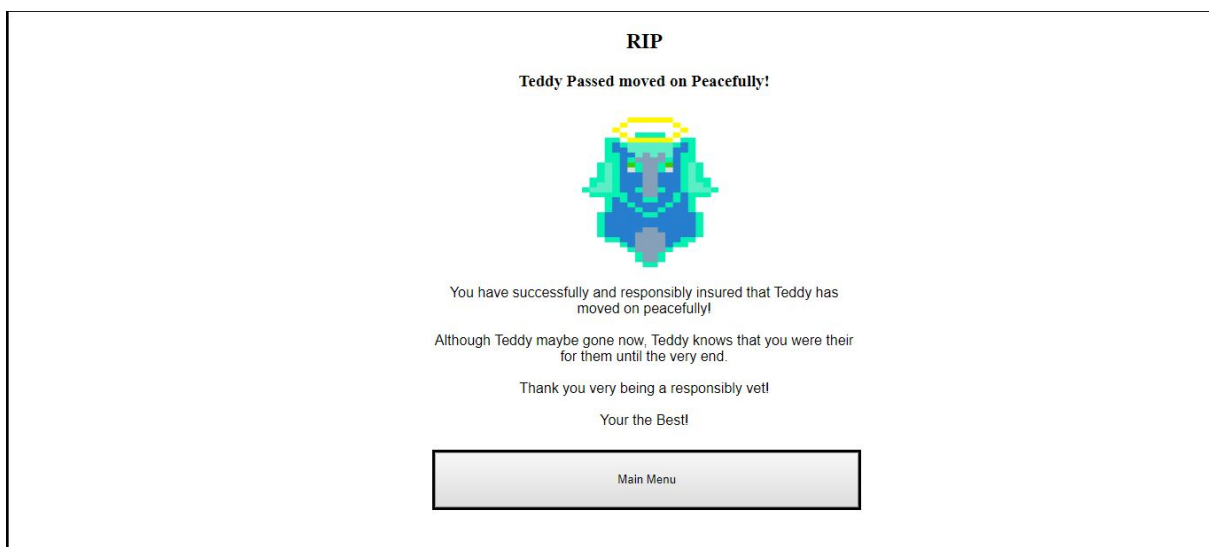


By clicking on any of the 3 x-ray buttons the user can open up an x-ray of the vetpet’s organs. Clicking on any of the viruses removes them and pet’s suffering lowers as a result.

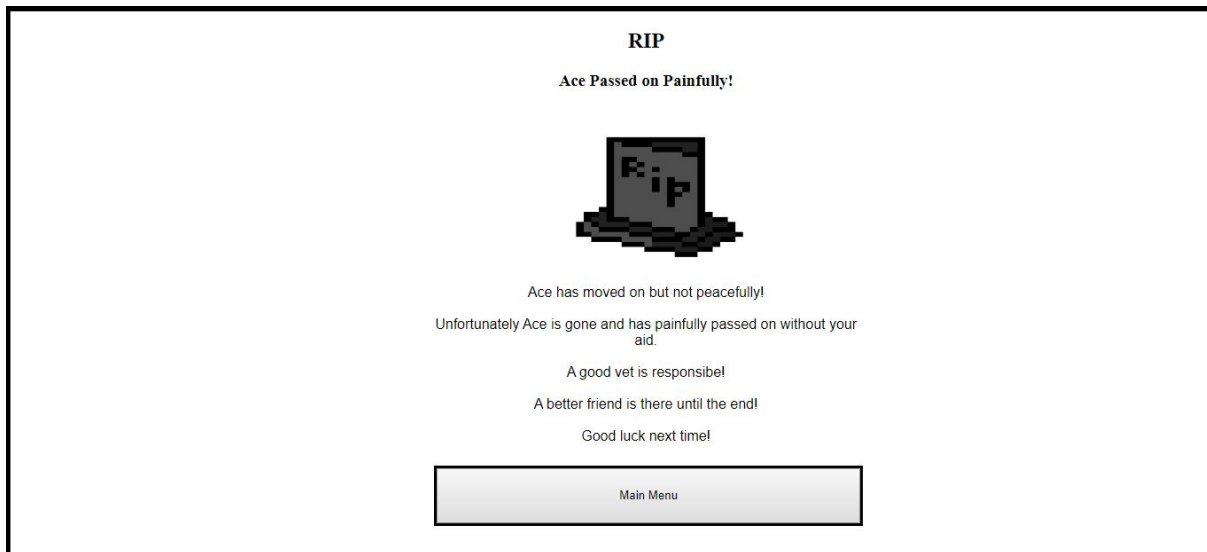




Once a Vetpet has passed on the user will be presented with two endings. The first image below shows that this user took care of their pet and it died peacefully. For taking care of their pet, the user is rewarded with an image of their Vetpet's spirit smiling to them as a sign of their appreciation. Also a message thanking the user for being responsible will appear praising them of their efforts.



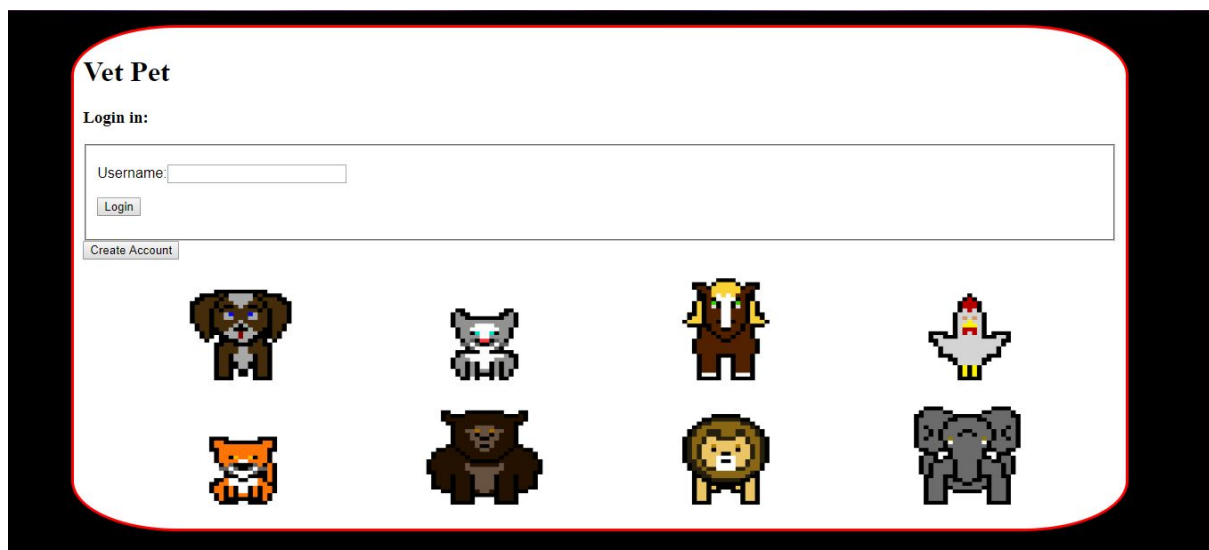
Or ending two will occur if user does not take care of their pet. Below the gravestone of their vetpet appears instead of their happy spirit because their pet died in excruciating pain. The user is then scolded with a message saying that a good vet is responsible and a better friend is there until the end.



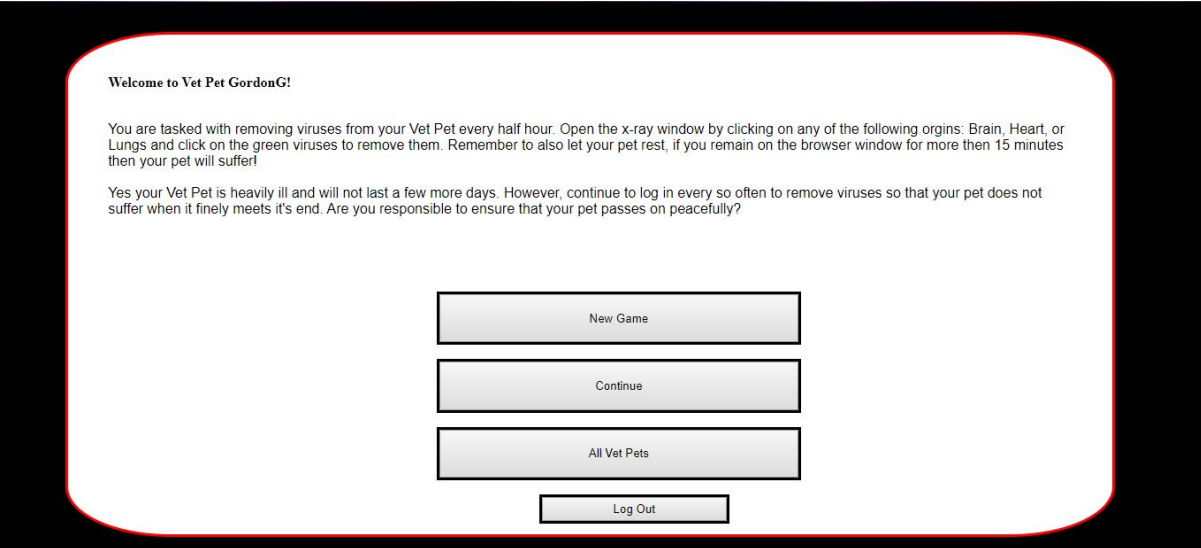
Front end pages:

I did not do too much work on the main, log in, registration nor the data display pages. This was because I wanted to focus more on the functionality of the game and the artwork of the animals. The main page has the most work of them all given that it has New game, continue and data display buttons for the user to select. However, I feel that the project has achieved what I set out for it, despite that the other pages of the project are super bear bones and could have a better aesthetic that fits the theme of the project.

Login Page:



Main Menu Page:



Welcome to Vet Pet GordonG!

You are tasked with removing viruses from your Vet Pet every half hour. Open the x-ray window by clicking on any of the following organs: Brain, Heart, or Lungs and click on the green viruses to remove them. Remember to also let your pet rest, if you remain on the browser window for more then 15 minutes then your pet will suffer!

Yes your Vet Pet is heavily ill and will not last a few more days. However, continue to log in every so often to remove viruses so that your pet does not suffer when it finely meets it's end. Are you responsible to ensure that your pet passes on peacefully?

New Game

Continue

All Vet Pets

Log Out

Registration page:



REGISTER :::

User:

Conclusion:

Overall this project has been interesting. I have achieved a functioning tamagotchi game that meant to leave the user with a meaningful sad experiences. I've gained a lot of new code knowledge with PHP, and SQL. The play testing with my buddy Chris was the most interesting as the feedback from the testing helped me see the pertenal of my project if I ever want to do something more with it one day.