# Project pitch

## Group 71

# Team

| Name | Student number | Email |
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# Overview

A virtual pet simulation game, was popularized in the 1990s.

Our version of the Tamagotchi project, which we will be designing and implementing in this course, is a modern take on the classic game.

The overall idea of our game is that the user must care for their virtual pet by meeting its needs, such as feeding it, playing with it, and ensuring it gets enough sleep. The pet has different levels of hunger, boredom, happiness, and sleepiness, and the user must attend to these needs within a certain time limit. If the user fails to meet the pet's needs, the game will end and the pet will die.

Our stakeholders are kids and adults who are nostalgic for the classic game, as well as younger generations who have never played Tamagotchi before but are looking for an engaging virtual pet simulation experience.

We are drawing inspiration from the original Tamagotchi game, which can be found at the following URL: https://www.youtube.com/watch?v=h3pMVCYM_EM&ab_channel=ilovemytamas

# Functional features

| ID | Short name | Description | Champion |
|---|---|---|---|
| F1 | Entertainment | - The tamagotchi requires to be entertained by the user with several activities.<br>- The tamagotchi notifies the player when its bored and needs a game to be happy. | Håvard |
| F2 | Sleep & Wake | - The tamagotchi notifies the user when it needs to go to sleep and wake up.<br>- The tamagotchi can also take naps. | Lara |
| F3 | Bathroom | - The tamagotchi can needs bathroom breaks.<br>- The tamagotchi needs to be cleaned. | Kloena |
| F4 | Feeding | - The tamagotchi should notify when it's time for it to be fed.<br>- The tamagotchi could be fed a snack or dinner. | Andrei |
| F5 | Status | - You can give the tamagotchi a name.<br>- Select what type of animal the tamagotchi should be.<br>- The happiness level of the tamagotchi indicates if the user has played enough.<br>- The hungriness level of the tamagotchi indicates if the user has fed it enough.<br>- The Cleanliness level of the tamagotchi indicates if the user has cleaned it enough.<br>- The sleepiness level of the tamagotchi indicates if the user has put it to bed enough. | Lara<br>Andrei<br>Håvard<br>Kloena |

# Quality requirements

| ID | Short name | Quality attribute | Description |
|---|---|---|---|
| QR1 | User interface | Usability | The game should have a user-friendly interface that is easy to learn and navigate with icons with an efficient design. |
| QR2 | Stability | Reliability | The tamagotchi should behave the way it should be and respond without crashing or any errors. |
| QR3 | User Experience | Aesthetics | The user is able to operate and interact with the pet through a well designed simple CLI. |
| QR4 | User Experience | Performance | The player should be able to perform their actions and get responses from their pet without any delays or errors. |

# Time log

## Assignment 1

| Team Member | Activity | Week | Hours |
|---|---|---|---|
| Lara | Write the discussed functional features. | 1 | 20 min |
| Havard | Write overview page of the pitch slides. | 1 | 30 min |
| Andrei | Write the discussed quality requirements. | 2 | 30 min |
| Kloe | Create the time log. | 2 | 30 min |
| Havard | Create the contract. | 2 | 20 min |
| Lara | Arrange the meetings for the contract. | 2 | 10 min |

## Assignment 2

| Team Member | Activity | Week | Hours |
|---|---|---|---|
| Havard/ Lara | Draw the class and object diagram. | 1 | 1 |
| Kloe/ Andrei | Draw the state machine and sequence diagram. | 1 | 1 |
| Havard/ Lara | Check and give feedback on state machine and sequence diagram. | 2 | 1 |
| Kloe/ Andrei | Check and give feedback on object and class diagram. | 2 | 1 |
| All | Draw the final diagrams on computer. | 2 | 1 |
| All | Evaluate and integrate the feedback given for A1. | 1 | 1 |

# Assignment 3

## Implementation & Documentation

| Team Member | Activity | Week | Hours |
|---|---|---|---|
| Lara | The tamagotchi notifies the user when it needs to go to sleep and wake up. | 3--7 | aprox. 8 |
| Havard | The tamagotchi requires to be entertained by the user with several activities. | 3--7 | aprox. 8 |
| Andrei | The tamagotchi should notify when it's time for it to be fed. | 3--7 | aprox. 8 |
| Kloena | The tamagotchi can needs bathroom breaks. | 3--7 | aprox. 8 |
| Lara | The tamagotchi can also take naps. | 3--7 | aprox. 8 |
| Havard | The tamagotchi notifies the player when its bored and needs a game to be happy. | 3--7 | aprox. 8 |
| Andrei | The tamagotchi could be fed a snack or dinner. | 3--7 | aprox. 8 |
| Kloena | The tamagotchi needs to be cleaned. | 3--7 | aprox. 8 |
| Andrei | The happiness level of the tamagotchi indicates if the user has played enough. | 3--7 | aprox. 8 |
| Lara | You can give the tamagotchi a name. Select what type of animal the tamagotchi should be. | 3--7 | aprox. 8 |
| Kloena | The sleepiness level of the tamagotchi indicates if the user has put it to bed enough. | 3--7 | aprox. 8 |
| Havard | The Cleanliness level of the tamagotchi indicates if the user has cleaned it enough. | 3--7 | aprox. 8 |
| Andrei | The hungriness level of the tamagotchi indicates if the user has fed it enough. | 3--7 | aprox. 8 |

| Team member | Activity | Week | Hours |
|---|---|---|---|
| Havard/Lara | Review and draw the class and object diagram. | 4 | 1 |
| Kloe/Andrei | Review and draw the state machine and sequence diagram. | 4 | 1 |
| Havard/Lara | Give feedback on the state machine and sequence diagram. | 5 | 1 |
| Kloe/Andrei | Give feedback on the class and object diagram. | 5 | 1 |
| All | Draw the final diagrams and visualize them in the document. | 6 | 3 |
| All | Review feedback of A2 and make adjustments accordingly. | 7 | 3 |

# Signed contract

**The link of the contract can be found below:**

https://docs.google.com/document/d/1dLklp7Cj6G4cAwqsQsQzBRnWLhrsOa9WGy0TAnPgCDw/edit?usp=sharing


# Thank You for Listening!