World of Everbie

What is World of Everbie's:

The reason we decided to take on this project was the opportunity to create our very own version of the classic game Tamagotchi. Though we didn't want to create an exact replica we, simply wanted to use the concept and add our own ideas and features. So the main idea of the game became that of having a pet and raising it through training, fighting and working. Then came the idea to add a level system to the game, which led to that your Everbie, your pet, gains levels through the different activities in the game and also develop certain attributes depending on the level and the way it has been treated.

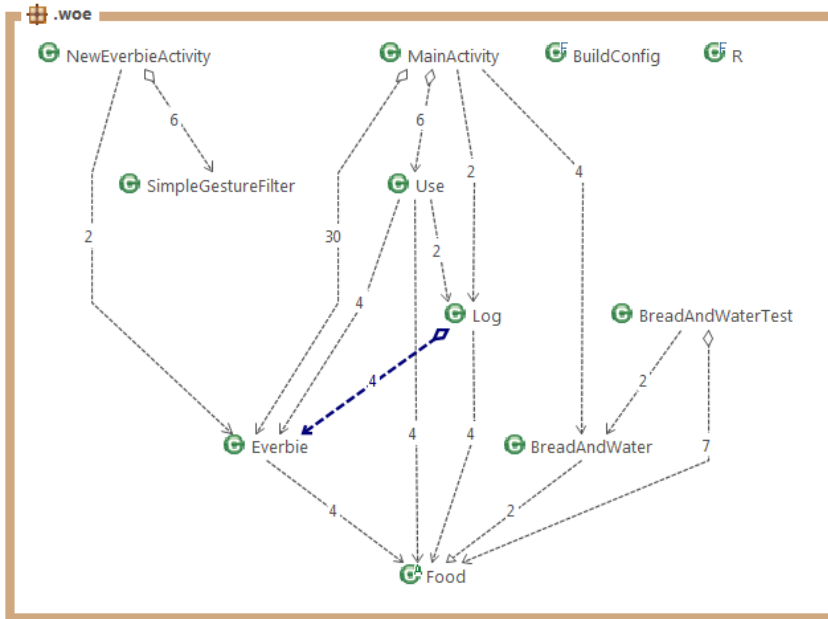**Structure**:

All classes are currently part of the same package.
the classes that exists at the moment are:
-Everbie; the main class in the "model"-part,describes an Everbie. Follows the Singleton pattern.
-MainActivity; this is the main controller that has control of the most xml classes.
-Food; the abstract class that all food-related items extends.
-Log; log is the class responsible for generating Strings to be displayed in the textarea in the activity_main class by taking in a object of the type that is going to add a new String to the textarea. Follows the Singleton Pattern.
-NewEverbieActivity; the controller class for creating a new Everbie.
-Use; a utility class for activating food, work, workouts and the likes.

MVC:

All classes that ends with Activity.java are considered "controllers" if it would be the classical MVC-concept. .xml files are "views" or part of a view, and the plain .java classes are mostly "model" classes. The model includes some abstract classes and a few Singletons.

Classes with Dependencies:

We currently have a crossing dependency in our project structure, we will tend to this as soon as possible.