

# A Day in the Dog Park

## Outline

You are a dog who is out at the dog park, having a grand old time when suddenly, you realize you can no longer see your owner! You must go on a quest to find your owner, on the way defeating enemies, including

- A ball (while you are still at the dog park)
- A squirrel
- A bird
- A cat
- The final boss: a dog catcher!

The “fighting” will consist of bite, charm, bark, and pounce. The effectiveness of each of the moves will be determined by the type of dog one chooses at the beginning of the game; there will be a few different dog breeds with different agility, loudness, power, and cuteness levels. The enemy can also scare the dog and if the dog gets scared enough it loses the fight.

## Implementation

This will be written in processing so that we can have the graphics of the dog and enemies. We hope to be able to draw them outside then import the images of each character.

## Goals

MVP:

Working battle simulation  
Dog selection

Reach:

Story w/ graphics  
Map w/ correct and incorrect paths; incorrect paths can lead to changed stats  
Ex. An incorrect path may lead into a muddy field, lowering cuteness

## UML

Class DogPark
+ Stack<Enemy> Enemies + Dog player + Int gameStatus //0 if not started, 1 if started, 2 if over
+ bite() + bark() + charm() + pounce() ^ all of these 4 are dependent on the mouseClicked function of processing - displayStats() //will be updated with draw() - defeatedBoss() //will pop the top boss off, moving on to next - enemyAttack()

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Class Enemy
+ Int HP + Final Int BASEHP + Final Int BASECUTE -Int withstoodCuteness
+ Boolean isDefeated() + ModifyHP() + modifyCute() + returnHP() + returnCute()

Class Dog
+ Int cuteness + Int agility + Int loudness + Int power + Int scared
+ Boolean isDefeated + ModifyCuteness() + modifyAgility() + modifyLoudness() + modifyPower() + modifyScared()

Alternate projects:  
2 player chess game  
Checkers, Chinese checkers, and Othello arcade