

imad5112

Assignment 2



April 26, 2024

IIE VARSITY COLLEGE

TINYIKO NDLOVU

ST10435344

DOCUMENTATION

# TAMAGOTCHI APP

According to Wikipedia a tamagotchi app is” an electronic toy displaying a digital image of a creature, which must be looked after and responded to by the end user (owner) as if it were a real pet.”

The handheld digital pet known as Tamagotchi was developed in Japan by Bandai's Aki Maita and Wiz's Akihiro Yokoi. It was introduced by Bandai on November 23, 1996, in Japan, and on May 1, 1997, in the United States. It became popular very soon and was a major toy craze in the late 1990s and early 2000s. More than 91 million Tamagotchi have been sold globally as of June 2023. The majority of Tamagotchi are stored in tiny, handheld video games in the style of eggs with three buttons for the user interface. Tamagotchi Pix models also have a shutter on top to activate the camera.

About my Tamagotchi

Model\_slick is a high fashion model cat, that loves anything fashion, described as the “worlds most fashionable icon”. In her App, she is a fully animated interactive 3D character that users can Feed, Clean and Play with. The app greets the user by the words “Welcome to model slick your very own Tamagotchi app”.

The App will feature a welcoming page that will lead the user into the game, where they can play feed and clean model\_slick while keeping a close eye on her health, hunger, and cleanliness status.

Design Considerations

The app has engaging and welcoming pictures to persuade the user to login into it and to keep playing, This App is mainly for fashion models, as it includes pictures of trendy outfits and heels and everything fashion, this one is for our fashion girlies.

The pets image changes according to the type of action that the user chooses for it to perform, when feed is clicked on, Model\_slick will display the action.

My welcome screen features a pictures of Model-slick looking stylish and referring to the end user as “Fashion girlies” her message goes as “Hey fashion girlies come take a peek at what’s inside” this is to arouse interest in the user to actually want to open the app and check what its all about and what its like being a fashion girly, once the end user logs in they are taken to the second screen where Model\_slick is standing in her apartment, furniture is included to make the place feel more real and at home, pictures of her are hanging on the wall and many symbols are there to represent her fashion style. On the second screen many actions can be taken such as playing or feeding her.

How will I utilise GitHub and its actions?

The development and deployment process of my Tamagotchi app can be substantially streamlined by using GitHub Actions to automate operations associated with it. Here is a general overview of how I will use GitHub Actions:   
  
1. \*\*Configure Continuous Integration (CI)\*\*: - I will use GitHub Actions to trigger tests each time I add a new version of my code to my repository. By doing this, I can be guaranteed that no modifications I make will result in bugs or regressions.   
  
- I may set up GitHub Actions to execute any kind of test that My application needs, including integration and unit tests.   
  
2. \*\*Automate Builds\*\*: Whenever a pull request or new commit is made, GitHub Actions can build my Tamagotchi app automatically. This guarantees that my code is always ready for deployment.   
In accordance with my technology stack, GitHub may be used.

Steps to compile code, package my program for distribution, or create frontend assets (if my app has a web interface).  
  
3. \*\*Deployments\*\*: - I will use GitHub Actions to automate the deployment procedure. After my code builds successfully and my tests pass, i may start deploying to production or staging environments.  
- I can utilize GitHub Actions to submit my artifacts and launch deployment scripts, depending on my deployment target (a web server, a mobile app store, etc.).  
  
4. \*\*Notifications and Alerts\*\*: - I will configure GitHub Actions to issue alerts or notifications in the event that specific events take place I can be notified, for instance, when someone opens a pull request or when a deployment is successful or unsuccessful.  
  
5. \*\*Versioning and Releases\*\*: -I will use GitHub Actions to automate release management and versioning. Releases can be automatically tagged.

distribute releases to GitHub or other package repositories, create release notes based on commit messages, and more.  
  
6. \*\*Scheduled actions\*\*: - I may use GitHub Actions to plan and automate periodic actions (like feeding the pet or monitoring its health) that my Tamagotchi app requires.  
  
7. \*\*Third-party Integrations\*\*: - I will use GitHub Actions to integrate with other programs and services. For instance, I may use events from other platforms to start builds or deployments (e.g., a new version of a dependency gets released).  
  
8. \*\*Custom Workflows\*\*: I will adapt my workflows to the particular requirements of my project. GitHub Actions offers an adaptable framework for creating unique processes through the use of YAML configuration files.  
  
GitHub Actions for automation can help me save time, cut down on human mistake, and guarantee an improved Tamagotchi app development and release procedure.

Project GitHub link

Project 1 GitHub link

Sir can you please check my assignment 1 on GitHub because I hadn’t included my link as I thought everything was going to be marked there. I just sent my essay on Brightspace because I didn’t know what to send then, but I had figured everything would be marked on GitHub, but it won’t happen again, please check it out sir using my link.

l