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Virtual Pet/Pest

- ❖ Approach
  - ➢ The first implementation of this program just changed the images in rotation on the press of a command button.
  - ➢ In the final implementation I added two different parameters, that decide the mood of my Virtual pet.
- ❖ How to Use
  - ➢ There are two properties of the Pet:
    - ▪ Energy
    - ▪ Happiness
  - ➢ There are three buttons at the bottom with the following Labels:
    - ▪ Feed 10 Units of Food
    - ▪ Play Football/Soccer
    - ▪ Pet
  - ➢ Each parameter/properties can be modified using the command buttons given in the following ways:

Button	Effect
Feed 10 Units of Food	Increase the Energy by 10 Units
Play Football/Soccer	Decrease the Energy by 20 and pop up an image of the Pet playing Soccer
Pet	Increase the Happiness by 10. Change the image to a happiness one.

  - ➢ Each parameter has a range of values that it can attain. The range is from 0 to 100.
  - ➢ The mood of the Virtual pet will vary based on the values of the parameters. Following is the table describing how:

Energy	Happiness	Mood
<20	ANYTHING	ANGRY
20 to 40	ANYTHING	HUNGRY
40 to 60	ANYTHING	NORMAL
>60	<33	BORED
	33 to 66	SLEEPING
	>66	PLAYING/FUN

- ➢ The Virtual Pet's Energy and Happiness will decrease overtime. Both will decrease by 10 every 5 seconds.
- ➢ The timer is overridden every time a command button is pressed
- ❖ Testing
  - ➢ I, along with my school mates here at CCI Learning Community have tested this Virtual Pet simulation multiple times.