

the Master Course

{C0DENATION}

INTERMEDIATE JAVASCRIPT

Retro Cyberpet Challenge

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Intermediate JS

The Brief

Create a retro **cyberpet** website with HTML, CSS, and JavaScript object oriented programming.

Users will be able to choose a pet (dog, cat, rabbit) and will have to play and feed it to keep it alive.



Intermediate JS

Requirements

- A choice of animals (it's up to you what animals) that are set in a generic Animal class and unique subclasses for each specific animal
- Properties and Methods unique to each animal e.g. Dog could have a happy stat and playFetch method, Cat could have a content stat and playWool method
- Display decreasing stats over time
- Buttons for each method (Feed, Drink, Play etc.) that changes the stats of your cyberpet



Intermediate JS

Plan Plan Plan

Project organisation suggestion

Trello: <https://trello.com/en>

Project planning, mapping, design suggestion

Draw.io: <https://app.diagrams.net/>

Figma: <https://www.figma.com/>