MyTamagotchi

Team 2

Team

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Overview

We are going to design and implement a Tamagotchi-style virtual pet game for **footballers**.

The next slides will discuss the key features.

Customizations/Extensions

The version of the system will have a **2D Graphical User Interface** for inputs, a **1 v 1 Head Soccer Style Mini Game** to keep the tamagotchi satisfied, and the ability to switch between three options of footballers: **Cristiano Ronaldo, Lionel Messi and Custom.**

Main type of user

The main type of user for this system will be football fans, specifically those who are **fans of Cristiano Ronaldo and Lionel Messi**, who will be interested in taking care of a virtual pet footballer.

Overall Idea

The overall idea of the system is to allow users to **take care of a virtual pet footballer** by feeding, playing with, and making sure it sleeps. Properly taking care of the pet will give users coins, which they can use to upgrade their environment or buy items for the pet. The system will also have a leveling system where users gain XP for each action they perform on the pet, and a multiplayer capability as a bonus feature. If the footballer is not taken care of, it will **die**.

Overall, this system combines elements of virtual pet games and sports games to provide a **unique and engaging** experience for football fans.

Functional features

ID	Short name	Description	Champion(s)
F1	Feeding	Making sure the footballer is feeded will keep their health stable.	Anass, Mohamed
F2	Playing	1 v 1 Head Soccer Style Mini Game to keep the tamagotchi satisfied	Bilal, Shreyas
F3	GUI	The inputs for the system should be facilitated via a 2D (potentially 3D) Graphical User Interface.	Bilal, Shreyas
F4	Sleep	Sleeping will keep the footballer's health stable.	Anass, Mohamed
F5	Shop	Properly taking care of your pet gives you coins, with which you can upgrade your environment/buy items for your pets	Anass, Mohamed
F6	Death	When the footballer is not taken cared of, he dies.	Anass, Mohamed
F7	Leveling system	You gain XP for each action you perform on the pet (basically a high score)	Anass, Mohamed
F8	Characters	Three options of footballers: Cristiano Ronaldo, Lionel Messi and Custom and able to switch them. (Pixel Art)	Bilas, Shreyas
F9	Bonus	Multiplayer capabilities	Bilal, Shreyas

Quality requirements

ID	Short name	Quality attribute	Description
QR1	SolarLint	0 Bugs	The SolarLint plugin should show 0 bugs when analyzing the code for our app.
QR2	Game refinement	Low sys specs	The system should not hog system resources, use as little as possible
QR3	Latency	$<2*10^2$ms	A passable network should have: Latency of 200ms or below, depending on the connection type and travel distance. Packet loss below 5% within a 10-minute timeframe.
QR4	Look/feel	Intuitivity	The game should have an easy to understand GUI as deemed by surveys of the users of the app.

Time log

https://docs.google.com/spreadsheets/d/1htiVsp2OwhPHPZsh4VCSY6qxfuasAF0i66pce39OsG0/edit?usp=sharing

Member	Activity	Week number	Hours
Shreyas Parida	Creating functional features	1	3
Anass Taher	Creating functional features	1	3
Mohamed Bentaher	Creating functional features	1	3
Bilal Derraz	Creating functional features	1	3

Signed contract

https://docs.google.com/document/d/1-N8emRNYAZYQ8TmqYEFO6C2gKtb4Bfhu yT8ce764BOc/edit?usp=sharing