PROFESSIONAL

VIRTUAL PET

INSTRUCTIONS:

Goal of the Project:

In Class 36, you created a form for players to log in, added input for a name, and a button to Play. You also created playerCount and gameState in the database. You learned to update gameState and player count to the database.

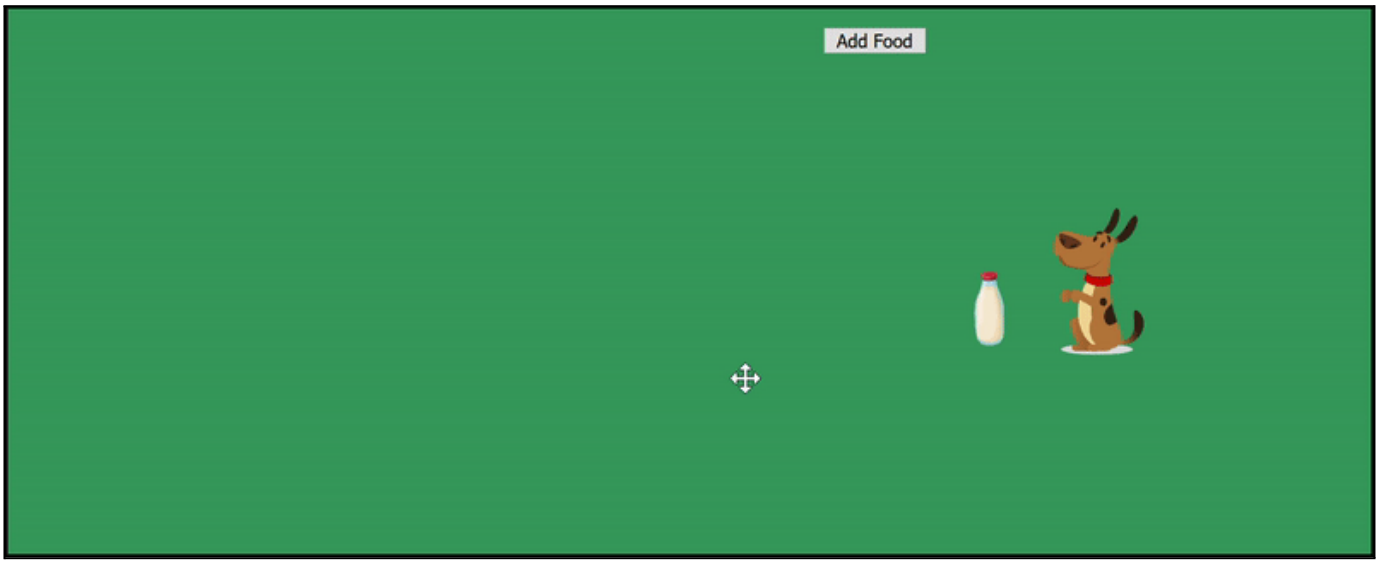
In this project, you will have to apply what you have learned in the class and create a virtual pet game.

Story:

Shreya really wants a pet. But nobody else in her family wants to bring a pet into the home. She wants to create a game where she can easily track the food stock (i.e., milk) she has and the time she feeds the dog. She should also be able to add food(milk bottles) to food stock when it is finished.

Can you create a virtual pet game for Shreya?

See a video of this in action.



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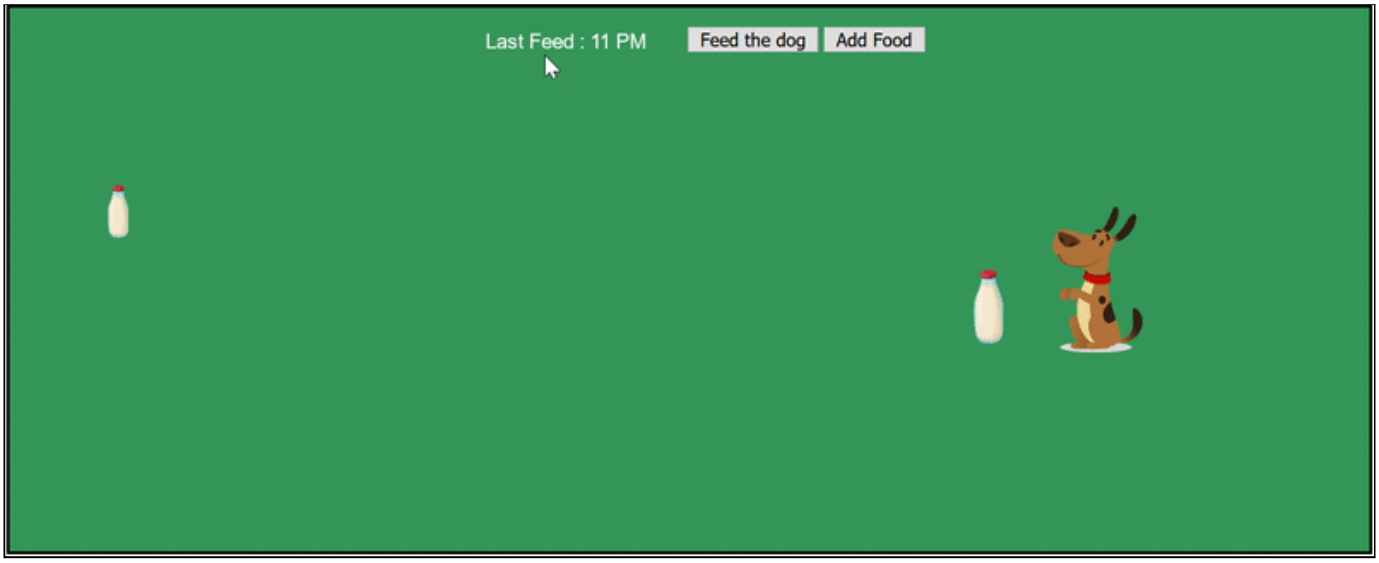


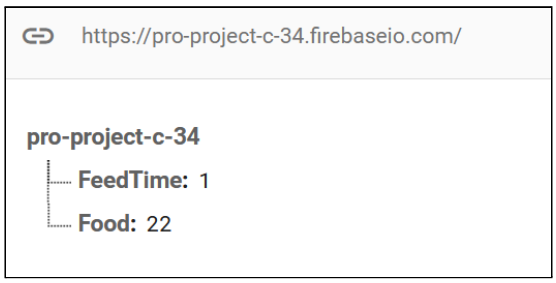
***This is just for your reference. We expect you to apply your own creativity in the project.**

Getting Started:

1. Download a project template here: Project Template.
2. **Unzip** this folder.
3. Rename the unzipped folder as **Project 36.**
4. **Import** this folder **into VS Code**.
5. Start editing your code in **sketch.js**.

Specific Tasks to complete the Project:

1. Create a realtime database for this project.



2. Add SDK configuration of the database in index.html.

```
<!-- The core Firebase JS SDK is always required and must be listed first -->
<!-- TODO: Add SDKs for Firebase products that you want to use
     https://firebase.google.com/docs/web/setup#available-libraries -->

<script>
  // Your web app's Firebase configuration

  // Initialize Firebase

</script>
```

3. In **sketch.js** create:
    - Variables **feed** and **lastFed** variable.

```
//create feed and lastFed variable here
```

    - Create a “Feed the dog” button in **setup( )**.

      *This will be very similar to the addFood button which is already created for you in the template.

```
//create feed the dog button here

addFood=createButton("Add Food");
addFood.position(800,95);
addFood.mousePressed(addFoods);
```

4. In the **display()** function of the Food.js file, we have already written an **if-else condition** to add milk bottle images on the screen.

5. Inside **feedDog( )** function in **sketch.js**:
    - Write code to decrease the Food when the “**Feed the dog**” button is pressed.
    - Refer to the database and update **Food.**
    - Also, update the last **FeedTime.**

```
function feedDog(){
  dog.addImage(happyDog);

  //write code here to update food stock and last fed time

}
```

6. In draw( ):
    - Read the **lastFed** time from the database.

```
38
39    //write code to read fedtime value from the database
40
41
```

    - Display text on the screen showing when the pet was fed last.

```
//write code to display text lastFed time here
```

    - Write an if-else condition to display time in the correct format.
    - You can increase the size and change the color of the text.
7. Make sure the project works before you submit it.

*Refer to the images given above for reference.

Submitting the Project:

1. **Upload** your completed project to your own GitHub account.
2. Enable **GitHub** pages for the repository.
3. Copy and paste the link to the GitHub pages in the Student Dashboard against the correct class number.

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Hints for the project :

1. To store the last fed time in **feedDog function:**
    a. When you click on the button, use **hour()** to get the system's current hour.
    b. **Save** this hour() value in the database.
2. To show the last feed time in the correct format, add the below code in **draw( )**.

```
if(lastFed>=12){
  //show time in PM format when lastFed is greater than 12
 }else if(lastFed==0){
   text("Last Feed : 12 AM",350,30);
 }else{
   //show time in AM format when lastFed is less than 12
 }
```

3. To decrease the milk bottles and update Food quantity in the database, you can use the below given code as a reference for you:

```
var food_stock_val = foodObj.getFoodStock();
if(food_stock_val <= 0){
    foodObj.updateFoodStock(food_stock_val *0);
}else{
    foodObj.updateFoodStock(food_stock_val -1);
}
```

REMEMBER... Try your best, that's more important than being correct.
After submitting your project your teacher will send you feedback on your work.

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