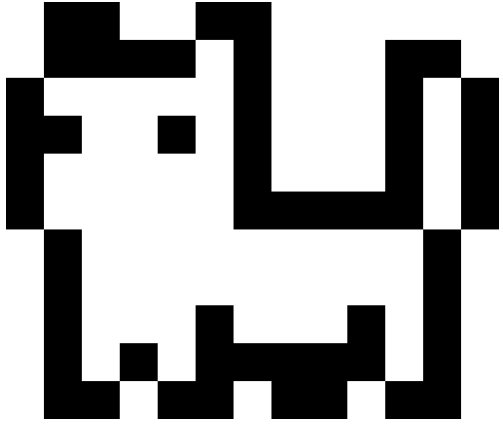
User manual



Presentation

A quiet virtual pet

- 2 mini games
- 7 food types
- Friends visits and presents
- Single-button action
- No sound
- No death
- Runs on Arduino Leonardo R3
- Available for Arduboy and M5 Stick C+

A quiet virtual pet

TiMiNoo ("Tee Me Noo") is a virtual cat providing minimal distraction, fully office-compatible, single button action, no sound, no death. The cat is different on each run, his characteristics are randomly picked at startup. It has been created with busy people in mind: The gameplay is simple enough for this game to be enjoyed in a work environment.

TiMiNoo is a feature-rich virtual cat, a companion for busy days: Cuddle, Feed, Educate, Wash and Entertain your very own furry companion. Tamagotchi lovers could compare it to a Nano.

Features

Single button gameplay

Wanting a gameplay as simple as can be, a single button solution seemed very appealing. Click once or click repeatedly depending on the action, that's it.

No sound

Having a virtual pet on my desk at work is lovely, but I need to preserve my workflow from distractions. No beeping sounds is what I want.

2 mini games

- *Catsino Deluxe*: Go to the casino with your TiMiNoo and do your best to win some yummy food to bring home. Beware of the ghost though!
- *Catwash Station*: When the fur of your TiMiNoo gets dirty, it's time for a proper toilet. Scrub scrub!

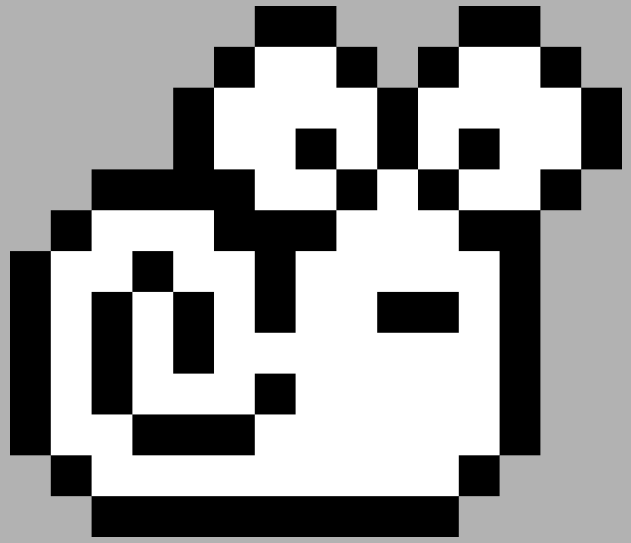
7 food items

Feed your TiMiNoo whenever he gets hungry. TiMiNoo doesn't die if you don't feed him, but he will give you that big eyes stare. Feed him a variety of food including:

Icon	Item
	Grape
	Strawberry
	Apple
	Orange
	Milk
	Coco cake (bonus item)
	Matcha tea (bonus item)

Lessons with Professor Koko

Your TiMiNoo wants to become a cultured cat. Call Professor Koko Le Snail, a wise teacher that will share his best knowledge with him.

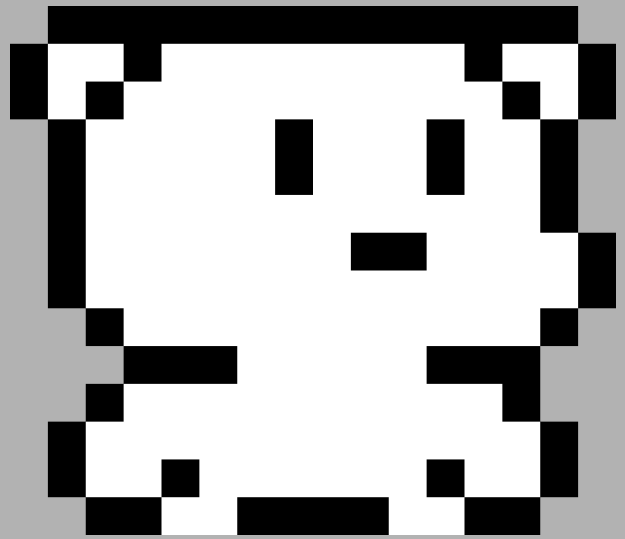


Cuddle time

TiMiNoo craves attention and love, make sure to give him plenty.

Visits from a friend

Occasionally, when TiMiNoo gets hungry, his friend comes home and offer either a cup of hot Matcha tea or a slice of home made Coco cake.



Gain points: scoring system

Action	Item	Bonus
Feed	Strawberry	+30 points
	Grape, orange, apple	+20 points
	Milk	+10 points
Play Catsino Deluxe	BAR	+500 points
	Strawberry	+300 points
	Grape, orange, apple	+200 points
	Milk	+100 points
Cuddle		+50 points
Educate		+100 points
Play Catwash Station		+200 points
Friend visit		+10000 points
Ghost encounter		-666 points

How to play

Starting the game

Plug your TiMiNoo to a 5V USB power supply to start a new game. There is no save feature and no experience, but scoring is available.

Starting the game

Every run is a fresh beginning with new statistics:

- **Appetite**: How often your TiMiNoo will ask for food,
- **Hygiene**: How quickly your TiMiNoo gets dirty,
- **Morale**: How happy your TiMiNoo feels,
- **Education**: How well trained your TiMiNoo is,
- **Entertainment**: How often your TiMiNoo will want to play.

Starting the game

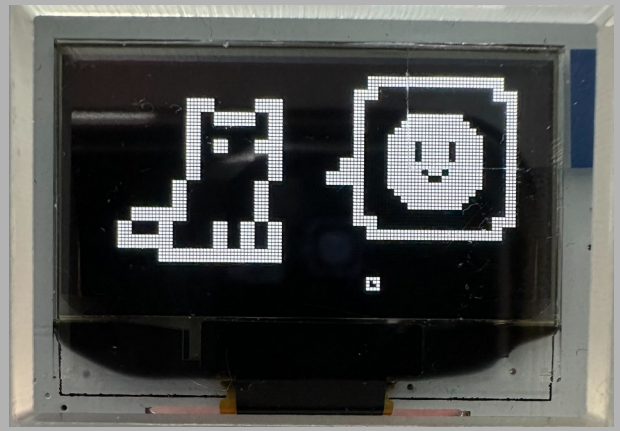
TiMiNoo never dies, even if you don’t take proper care of him. This is intentional as this game is made to be office-compatible.

Understand what TiMiNoo wants

TiMiNoo will show you what he needs by displaying icons in speech bubbles.

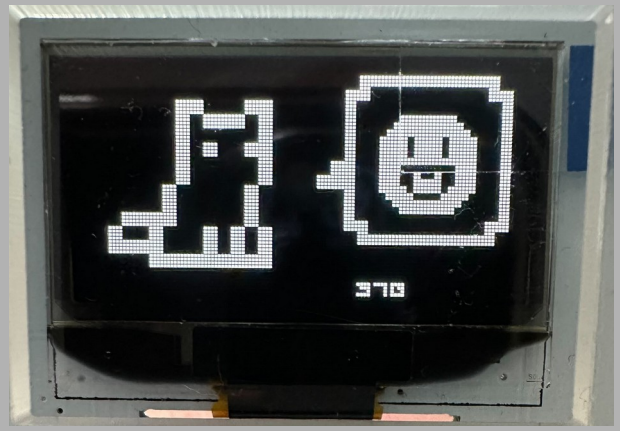
Home screen

TiMiNoo looks straight at you, waving his tail. He is happy, simply enjoying the moment.



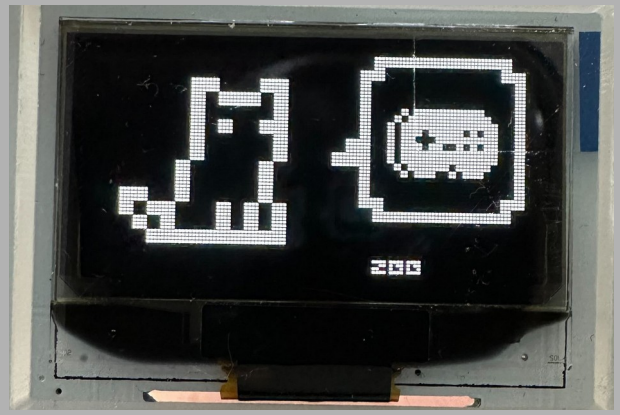
Home screen

TiMiNoo will express his joy right after you take action on his needs:



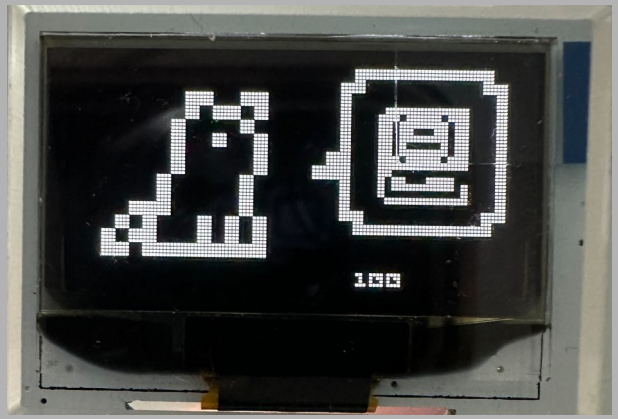
TiMiNoo wants to play

TiMiNoo looks at a gamepad icon:



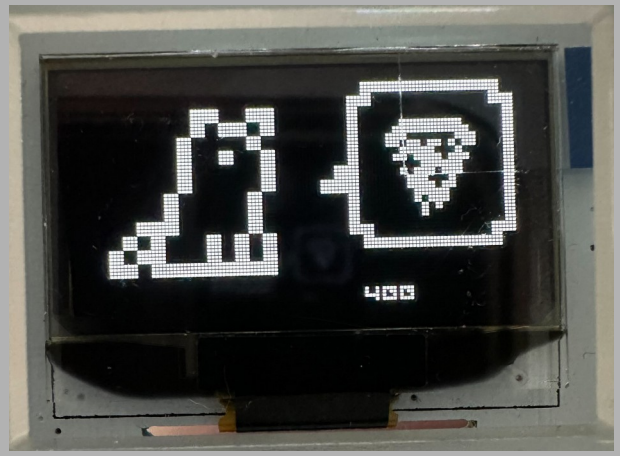
TiMiNoo wants to learn

TiMiNoo looks at a book icon:



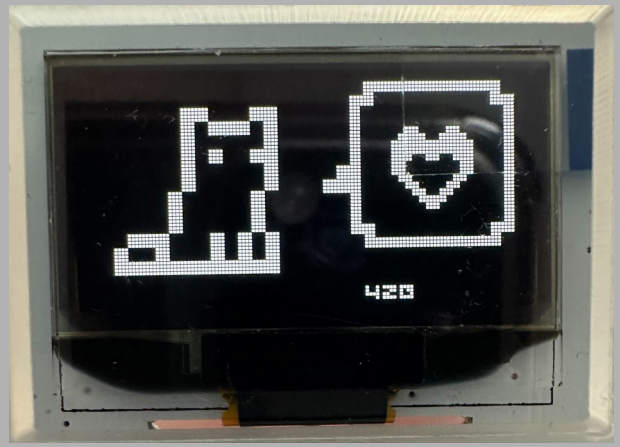
TiMiNoo is hungry

TiMiNoo looks at a pizza slice icon:



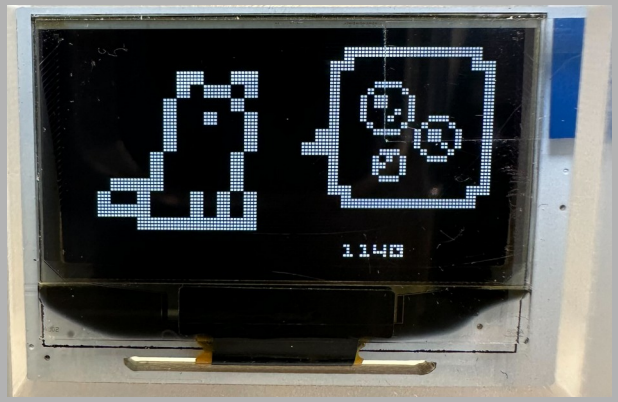
TiMiNoo wants to cuddle

TiMiNoo looks at a half-empty heart icon:



TiMiNoo needs a bath

TiMiNoo looks at a bubble icon:

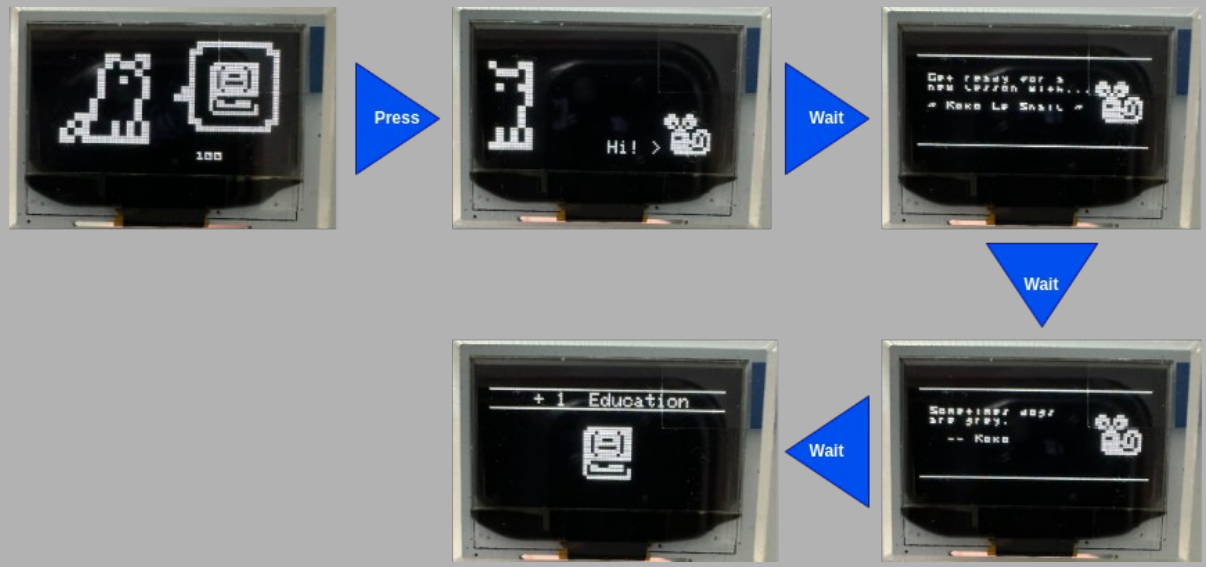


Play the games, interact

In this section, we will see how to play Catsino Deluxe and Catwash Station, how to cuddle, educate and feed TiMiNoo. Every action raises your score!

How to play Catsino Deluxe

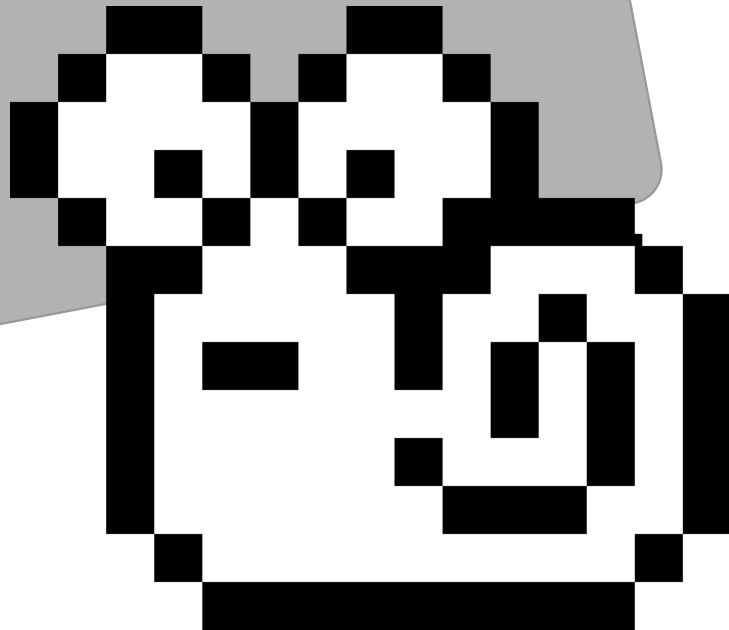
How to get a lesson with Koko



Koko’s words of wisdom

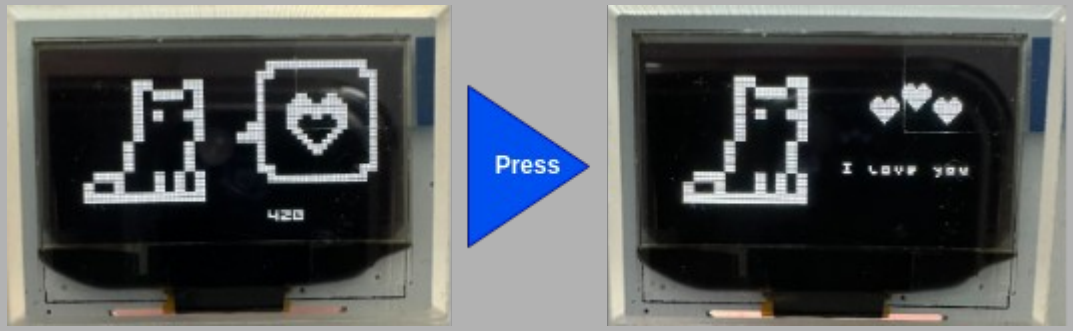
“ Sometimes dogs are grey

– Koko Le Snail



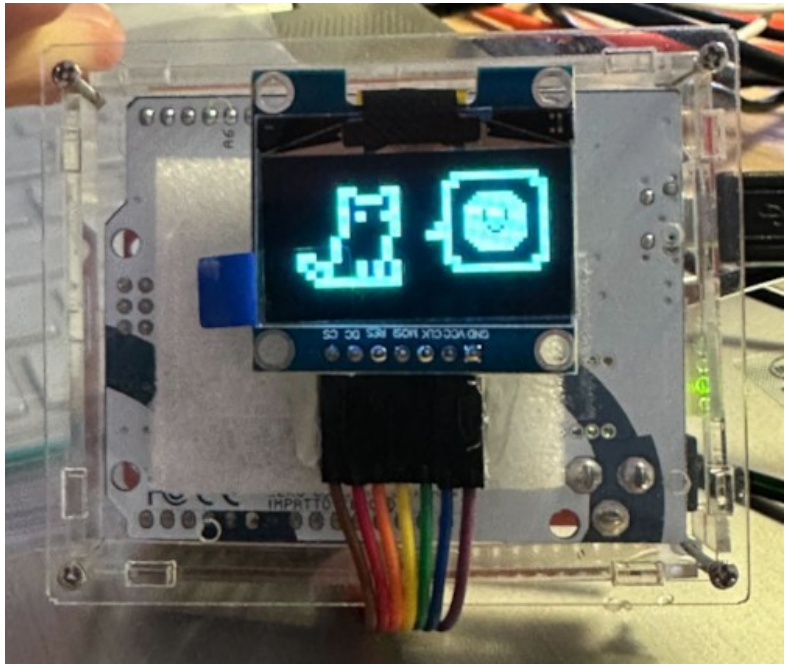
How to feed TiMiNoo

How to cuddle with TiMiNoo



How to play Catwash Station

Build your own

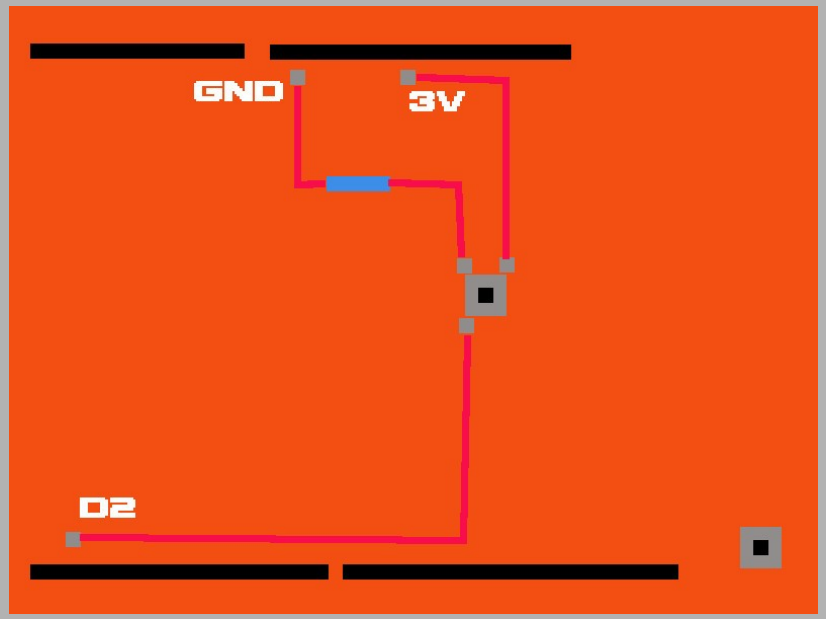


Items

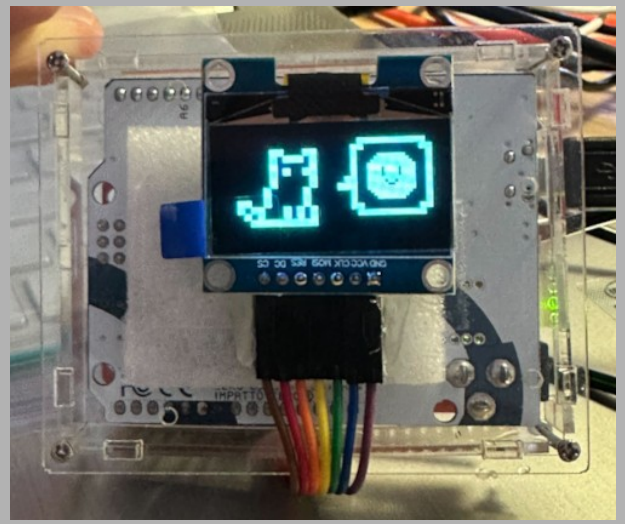
Here is what you need to build your TiMiNoo:

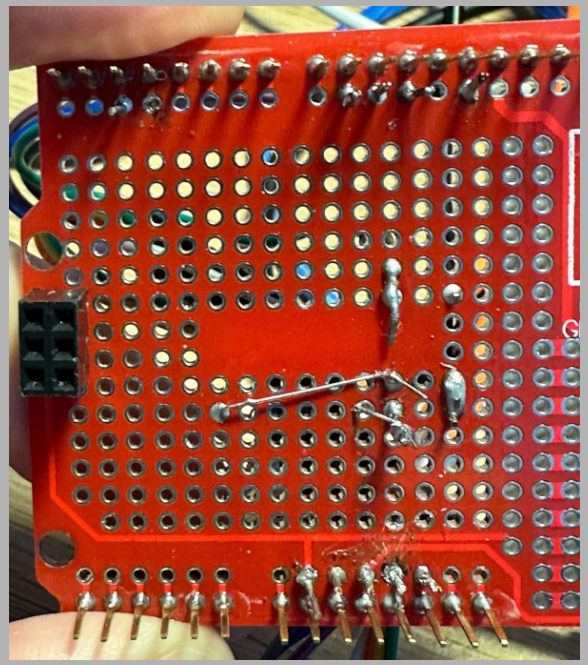
- 1x Arduino Leonardo R3,
- 1x Button,
- 1x 128*64 OLED screen,
- 1x 10k Ohm resistor,
- 1x breadboard or prototyping board,
- 1x Acrylic enclosure for UNO / Leonardo,
- Enough jumper cables.

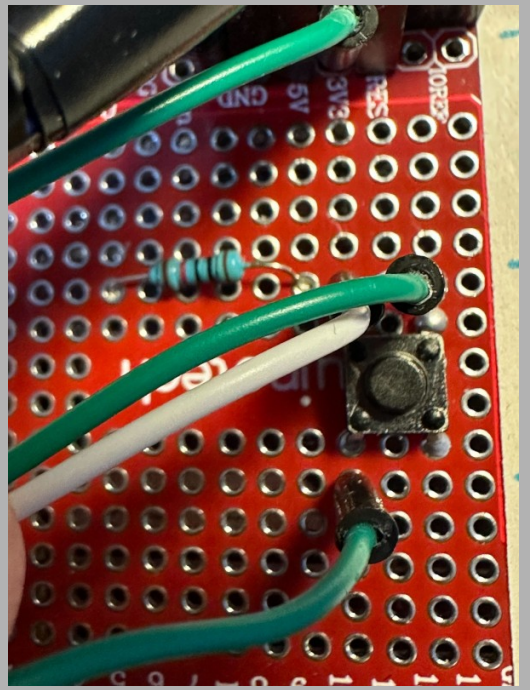
Assembly



Assembly







Screen pinout

- DC -> D9
- CS -> D10
- MOSI -> D11
- CLOCK -> D13
- RES -> RST
- VCC -> 5V
- GND -> GND

Button pinout

- SIG -> D2
- VCC -> 3V
- GND -> GND

Installation instructions

Use Arduino IDE to upload *timinoo.ino* to your Arduino Leonardo. Make sure you use a Micro USB cable that supports data transfer, as some cables do not have data lines wired and only provide charging capability.