Class Diagram

A general class diagram for the
system.

Pet

+ happiness: int
+ hunger: int
+ energy: int

+ eat(): int
+ sleep(): int
+ goSchool(): int
+ tablet(): int

Body

+body : img

+ breath(): void

Face

+eyes : img
+mouth : img

+ blink(): void

Feet

+feet : img

+ back
+ men
+ stats

+ disp

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Stats

+ statBar
+hungerIcon
+happyIcon
+energyIcon

Events

+ day: bool
+ tabletEvent: bool
+ schoolEvent: bool

+ triggerEvent(int): bool

Modifer

+ modApple: int
+ modSleep: int
+ modSchool: int
+ modTablet: int

+ changeHappy(int): int
+ changeHunger(int): int
+ changeEnergy(int): int

Animations

+ eating: bool
+ sitting: bool
+ sleeping: bool
+ school: bool
+ watching: bool

+ eating(): void
+ sitting(): void
+ sleeping(): void
+ school(): void
+ watching(): void

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<<interface>>
Environment
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lay(): void

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Menu
+hungerButton
+happyButton
+energyButton