INSTRUCTIONS:

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Goal of the Project:

In Class 36, you created a form for players to log in, added an input box for name, and a button to play. You also created playerCount and gameState in the database. You also learned to update gameState and playerCount 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 wants to create a game where she can easily track the food stock (i.e. milk) she has and the time when she feeds her dog. She should also be able to add food (milk bottles) to food stock when it finishes.

Can you create a virtual pet game for Shreya?

Project Template Output	Project Expected Output

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

Getting Started:

1. Download the project template from this link.
2. **Unzip** this folder.
3. Rename the unzipped folder as **Project 36.**
4. **Import** this folder **into VS Code** and start **editing** it.

Specific Tasks to complete the Project:

Code has been provided, you need to choose the correct block of code by uncommenting it.

STEPS	CODE BLOCKS

Step 1
 	
In the **setup()** function, uncomment the correct code instructions to create a **button** named, **"Feed the dog"**
	```//Uncomment the correct code to create /*feed=createButton("Feed the dog"); feed.position(700,95);*/```
	
	 ```/*feed=createbutton("Feed the dog"); feed.position(700,95);*/```
	
	 ```/*feed=createButton("Feed the dog"); feed.position(70,950);*/```
	
	 ```/*feed=createButton("Feed the dog"); feed.Position(700,95);*/```

Step 2 In the **setup()** function, uncomment the correct code to call the function **feedDog()** when you click on the "**Feed the Dog**" button.	```//Uncomment the correct code to call FeedDog() using mousePressed //feed.Pressed(feedDog); //feed.mousePress(feedDog); //feed.mousePressed(feedDog); //feed.mousePressed(addfoods);```

Step 3

In the **feedDog()** function, uncomment the correct block of code to update **Food** quantity and **FeedTime** in the database.

```
/*database.ref('/').OnUpdate({
  Food:foodObj.getFoodStock(),
  FeedTime:hour()
})*/


/*database.ref('/').Update({
  Food:foodObj.getFoodStock(),
  FeedTime:hour()
})*/
```

```
/*database.ref('/').update({
  Food:foodObj.getFoodStock(),
  FeedTime:hour()
})*/


/*database.ref('/').update({
  Food:foodObj.getFoodStock,
  FeedTime:hour()
})*/
```

Submitting the Project:
1. Upload your completed project to your **GitHub** account.
2. Create a new repository named "**Project C36**".
3. **Upload** the working code to this **GitHub** repository.
4. Enable **Github** pages for the repository.
5. Copy the link to the **GitHub** pages link on the **Student Dashboard > Projects** panel against the correct Class Number.

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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