Virtual Pet Simulator

By T Mohamed Yaser

Source-Code:- Virtual-Pet-Simulator

```python
import random

class VirtualPet:
    def __init__(self, name):
        self.name = name
        self.happiness = 50
        self.hunger = 50

    def feed(self):
        if self.hunger > 0:
            self.hunger -= 10
            self.happiness -= 5
            print(f"{self.name} enjoyed the meal! Hunger decreased but happiness slightly decreased.")
        else:
            print(f"{self.name} is not hungry right now!")

    def play(self):
        if self.happiness < 100:
            self.happiness += 10
            self.hunger += 5
            print(f"{self.name} had fun playing! Happiness increased but hunger slightly increased.")
        else:
            print(f"{self.name} is already very happy!")

    def check_status(self):
        print(f"{self.name}'s Status:\nHappiness: {self.happiness}\nHunger: {self.hunger}")

    def time_passes(self):
        self.hunger += 5
        self.happiness -= 5
        print(f"Time passes... {self.name}'s hunger and happiness have changed.")

    def is_game_over(self):
        if self.hunger >= 100:
            print(f"{self.name} has become too hungry. Game over!")
            return True
        elif self.happiness <= 0:
            print(f"{self.name} is too sad. Game over!")
            return True
        return False

def main():
    print("Welcome to the Virtual Pet Simulator!")
    pet_name = input("What would you like to name your pet? ")
    pet = VirtualPet(pet_name)

    while True:
        print("\nWhat would you like to do?")
        print("1. Feed your pet")
        print("2. Play with your pet")
        print("3. Check your pet's status")
        print("4. Quit")

        choice = input("Enter your choice: ")

        if choice == "1":
            pet.feed()
        elif choice == "2":
            pet.play()
        elif choice == "3":
            pet.check_status()
        elif choice == "4":
            print(f"Goodbye! Take care of {pet.name}!")
            break
        else:
            print("Invalid choice. Please select a valid option.")

        # Simulate time passing every 3 actions
```

```python
        if random.randint(1, 3) == 3:
            pet.time_passes()

        # Check if the game is over
        if pet.is_game_over():
            break

if __name__ == "__main__":
    main()
```

```
What would you like to do?
1. Feed your pet
2. Play with your pet
3. Check your pet's status
4. Quit
Enter your choice: 2
Dustin is already very happy!

What would you like to do?
1. Feed your pet
2. Play with your pet
3. Check your pet's status
4. Quit
Enter your choice: 2
Dustin is already very happy!
Time passes... Dustin's hunger and happiness have changed.

What would you like to do?
1. Feed your pet
2. Play with your pet
3. Check your pet's status
4. Quit
Enter your choice: 2
Dustin had fun playing! Happiness increased but hunger slightly increased.
Time passes... Dustin's hunger and happiness have changed.
Dustin has become too hungry. Game over!
```

```
Welcome to the Virtual Pet Simulator!
What would you like to name your pet? Dustin

What would you like to do?
1. Feed your pet
2. Play with your pet
3. Check your pet's status
4. Quit
Enter your choice: 1
Dustin enjoyed the meal! Hunger decreased but happiness slightly decreased.

What would you like to do?
1. Feed your pet
2. Play with your pet
3. Check your pet's status
4. Quit
Enter your choice: 2
Dustin had fun playing! Happiness increased but hunger slightly increased.

What would you like to do?
1. Feed your pet
2. Play with your pet
3. Check your pet's status
4. Quit
Enter your choice: 1
Dustin enjoyed the meal! Hunger decreased but happiness slightly decreased.
```