# Lesson 15–18 – micro:pet Project

## Getting Started

## Loneliness and isolation are real problems for children staying in hospitals for long periods, especially in rural areas. You have been tasked with creating a digital pet that they can play with and keep them company whilst they stay in hospital.

## Success Criteria

## The product must be suitable for one of the users listed below and the pet must:

* Look like a friendly pet (be creative)
* be robust enough to be played with
* contain a micro:bit that users can interact with
* have a face to express emotions when interacted with
* have one or more interactions programmed so it behaves like a pet to keep the user company

## **Some Ideas**

Here are some possible ideas that could be programmed for your pet:

* Reacting to playing/shaking (accelerometer)
* Feeding (every few hours)
* Needing attention (gets lonely if not interacted with frequently)
* Sleeping and waking (light sensor)
* Reacting to temperature (temperature sensor)
* Mini games
* Communication/interaction between pets
* Use of other inputs such as other types of sensors (requires additional hardware)
* Use of other outputs such as sound or movement (requires additional hardware)

## **Design**

You can go one of two ways, using the provided net to use as the body of your pet which you can adapt and decorate or design your own! If you design your own then you will need to complete the design sheet to justify your design ideas.

The most important thing to remember is to be creative and come up with something novel that meets the success criteria in an interesting way. Think about the needs of the user and think about how they will interact with the pet and what they would expect a pet to do and how it would behave.

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|  | This is a BLANK net, whilst it would make a minimalist pet you are meant to come up with a name and design for your pet to give it character and to make it come alive for the user. |

## You may also want to design your algorithms. You can do this however you choose or you could jump straight into to MakeCode. When programming your pet always remember to consider the following:

* How is the user interacting with the pet?
* What are the inputs, processes and outputs?
* Test your pet continuously and adjust and improve as you go along
* Keep in mind the success criteria