

GROUP 1

Topic: Virtual Pet Simulation

Problem: Developing a virtual pet simulation involves creating an interactive environment where users can care for a digital pet. The main challenge lies in implementing various aspects of pet care, including feeding, hygiene, health monitoring, and entertainment, while ensuring an engaging and immersive experience for the users.

Expected Inputs and Outputs:

- a) **File Input:** CSV save file containing the user's and pet's game state and stats from the last time the game was saved. JSON files containing ASCII art for visual displays.
- b) **File Output:** Output CSV save file containing the user's and pet's game state and stats at the moment the game was saved.
- c) **User Input:** User interactions such as feeding, cleaning, playing, and monitoring pet health.
- d) **Program Output:** Visual feedback on the pet's status (hunger, hygiene, happiness, health), animations and sounds reflecting pet actions and reactions, notifications/alerts for user actions or pet needs. The visual output will be displayed on the terminal.
- e)

Team Members:

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Deliverables:

- C Project containing program to run the game
- JSON files containing ASCII art
- Some test save files (CSV)
- Instructions on how to play
- Report of the code design