Game – Doggy

Situation:

A dog is guarding a chest filled with Gold, which is placed close to the border fence. Several people are walking by the fence.

Task:

Write a script for the dog, so that he is able to guard the chest as long as possible.

Open the *02_Doggy_function.js* and write your code in the DoggyRound()-function, in which you can determine the activity of the dog, which he will perform at the end of the round.

```js
02_Doggy_function.js
1   /**
2    * you can determine the activity of the dog, which he will
3    * perform at the end of the round
4    * @param {integer} round - the current round
5    * @param {object} dog - the instance of the Dog
6    * @returns {undefined}
7    */
8   function DoggyRound(round, dog,){
9       // add code here
10
11  }
```

You may use the following Methods

Dog-Methods

Name	IsHungry()
Parameter	none
Beschreib-ung	Returns a Boolean value if the dog is hungry or not (hungry – a state, at which he loses additional energy per round)
Returns	Boolean

Name	IsThirsty()
Parameter	none
Beschreib-ung	Returns a Boolean value if the dog is thirsty or not (hungry – a state, at which he loses additional energy per round)
Returns	Boolean

Name	IsAbleToBark()
Parameter	none
Beschreib-ung	Returns a Boolean value if the dog has enough energy left to bark
Returns	Boolean

Name	IsAbleToGrowl()
Parameter	none
Beschreibung	Returns a Boolean if the Dog has enough energy left to growl.
Returns	Boolean

Name	GetEnergy()
Parameter	none
Beschreibung	Returns a number between 0 and 100 representing the Dog's energy level
Returns	Integer

Name	GetHunger()
Parameter	none
Beschreibung	Returns a number between 0 and 100 representing the Dog's hunger satisfaction
Returns	Integer

Name	GetThirst()
Parameter	none
Beschreibung	Returns a number between 0 and 100 representing the Dog's thirst satisfaction
Returns	Integer

Name	GetActivity()
Parameter	none
Beschreibung	Returns the currently determined activity, which the Dog is going to perform at the end of the round – Possible values are: "eating", "drinking", "idling", "resting", "barking", "growling"
Returns	String

Name	Eat()
Parameter	none
Beschreibung	Sets the determined activity to "eating"
Returns	undefined

Name	Drink()
Parameter	none
Beschreibung	Sets the determined activity to "drinking"
Returns	undefined

Name	Rest()
Parameter	none
Beschreib-ung	Sets the determined activity to "resting"
Returns	undefined

Name	Check()
Parameter	none
Beschreib-ung	Returns a Person if the person's position is 1 or higher. If it is 0 than a dummy Person with the type of "Nobody" will be returned.
Returns	Person

Name	Bark(target)
Parameter	target - Person
Beschreib-ung	Sets the determined activity to "barking" if the target is valid. Barking costs less energy than growling but is also less efficient
Returns	undefined

Name	Growl(target)
Parameter	target - Person
Beschreib-ung	Sets the determined activity to "growling" if the target is valid. Growling costs more energy than barking but is also more efficient
Returns	undefined

Person-Methods

Name	GetPosition()
Parameter	None
Beschreib-ung	Returns the position, encoded as a number between 0-4 0 : "Nobody" is there, 1 : Person is coming, 2 : Person is almost in front of the fence, 3 : ready to do something, 4 : at the fence and has done something
Returns	Integer

Name	GetType()
Parameter	none
Beschreib-ung	Returns the type of the Person – Possible values are: "Nobody", "SmallChild", "TallChild", "Thief"
Returns	String

Name	IsComming()
Parameter	none
Beschr	Returns a Boolean value if the Person is coming towards the fence or leaving.
Returns	Boolean