

## 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.

3 kinds of people exists at the moment:

### Child

Children are harmless.

They never steal any money but occasionally they play with the dog, what costs extra energy and can distract it.

It is also possible that they give the dog some food or water.



### Teenager

Teenager are not very dangerous.

They can steal money but if they do, it is a spontaneous decision and they steal a lower amount of money.

Teenager sometimes act like children and play with the dog as well but more intense. It costs more energy than with children.



### Thief

Thieves are dangerous.

Their only purpose is to steal money and if they do, they take a large amount of money.

Thieves are able to steal more than once when they reached the fence but only once per round.



## 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.

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

You may use the following Methods

## Dog-Methods

Name	<code>IsHungry()</code>
Parameter	none
Beschreibung	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	<code>IsThirsty()</code>
Parameter	none
Beschreibung	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	<code>IsAbleToBark()</code>
Parameter	none
Beschreibung	Returns a Boolean value if the dog has enough energy left to bark
Returns	Boolean

Name	<code>IsAbleToGrowl()</code>
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
Beschreibung	Sets the determined activity to "resting"
Returns	undefined

Name	Check()
Parameter	none
Beschreibung	Returns a Person if the person's position is 1 or higher. If it is 0 then a default Person with the type of "Nobody" is returned.
Returns	Person

Name	Bark(target)
Parameter	target - Person
Beschreibung	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
Beschreibung	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
Beschreibung	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
Beschreibung	Returns the type of the Person – Possible values are: "Nobody", "Child", "Teenager", "Thief"
Returns	String

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

## GUI

