# 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 what the dog is going to do in the respective round.

|  |
| --- |
| **02\_Doggy\_function.js** |
| /\*\*  \*  **function** DoggyRound**(**round**,** dog**,){**  // add code here    **}** |

You may use the following Methods

# Dog

|  |  |
| --- | --- |
| Name | dog.isHungry() |
| Parameter | none |
| Returns | Boolean – returns a Boolean value if dog is hungry or not (hungry – a state, at which he loses additional energy per round) |

// dog.IsThirsty()

// dog.IsAbleToBark();

// dog.IsAbleToGrowl();

// dog.Check() : your dog checks if there is a person in front of the fence, Check() returns a target (class: Person)

// dog.Bark(target) :

// dog.Growl(target) :

// target-Methods (class: Person)

// target.GetPosition() : returns the position encoded as a number between 0-4

// 0 : "Nobody" is there

// 1 : Person is comming

// 2 : Person is almost in front of the fence, able to be seen by the dog

// 3 : ready to do something

// 4 : at the fence and has done something

// target.GetType() : returns the type of the person as a string ("Nobody", "SmallChild", "TallChild", "Thief")

// target.IsComming() : returns boolean whether target is comming or going