# 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.

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

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 |

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| --- | --- |
| 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 |

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

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| Name | IsAbleToGrowl() |
| Parameter | none |
| Beschreib-  ung | Returns a Boolean if the Dog has enough energy left to growl. |
| Returns | Boolean |

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| Name | GetEnergy() |
| Parameter | none |
| Beschreib-  ung | Returns a number between 0 and 100 representing the Dog’s energy level |
| Returns | Integer |

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| --- | --- |
| Name | GetHunger() |
| Parameter | none |
| Beschreib-  ung | Returns a number between 0 and 100 representing the Dog’s hunger satisfaction |
| Returns | Integer |

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| --- | --- |
| Name | GetThirst() |
| Parameter | none |
| Beschreib-  ung | Returns a number between 0 and 100 representing the Dog’s thirst satisfaction |
| Returns | Integer |

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| --- | --- |
| Name | GetActivity() |
| Parameter | none |
| Beschreib-  ung | 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 |

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| --- | --- |
| Name | Eat() |
| Parameter | none |
| Beschreib-  ung | Sets the determined activity to "eating" |
| Returns | undefined |

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| Name | Drink() |
| Parameter | none |
| Beschreib-  ung | Sets the determined activity to "drinking" |
| Returns | undefined |

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

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| 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 |

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| --- | --- |
| 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 |

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| --- | --- |
| 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

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| --- | --- |
| 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 |

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

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