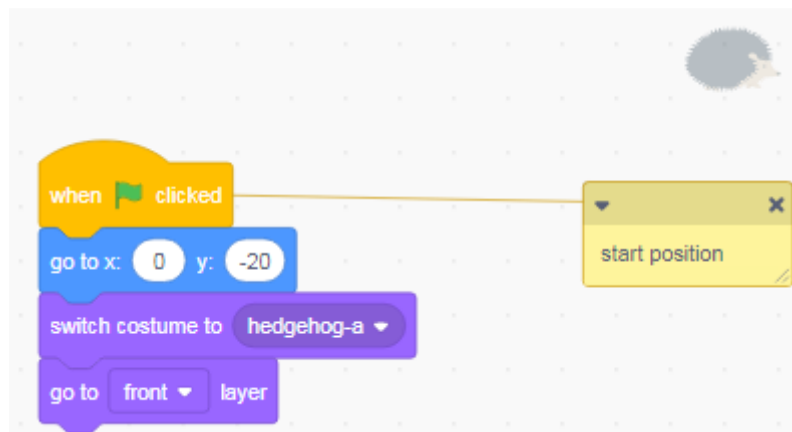


Cyber pet

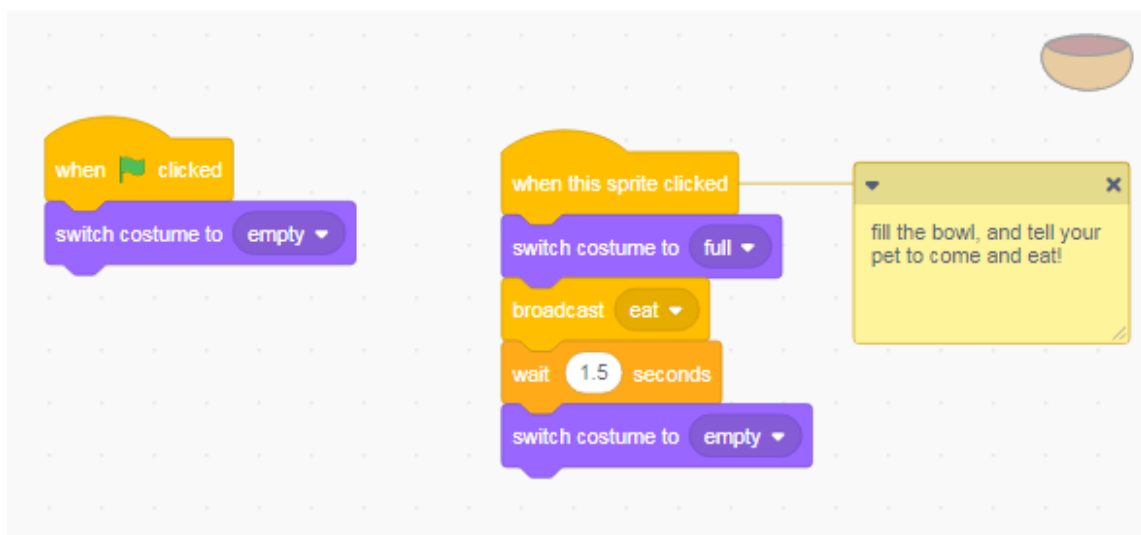
There are some basic steps to this project, and some extra bits if you have time and want to do more.



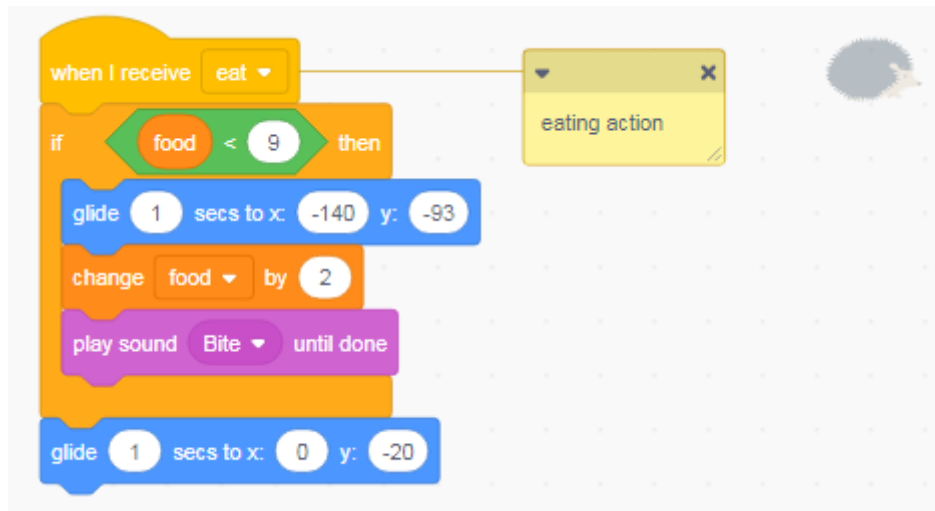
Get started: Set up your pet, and give it some food!



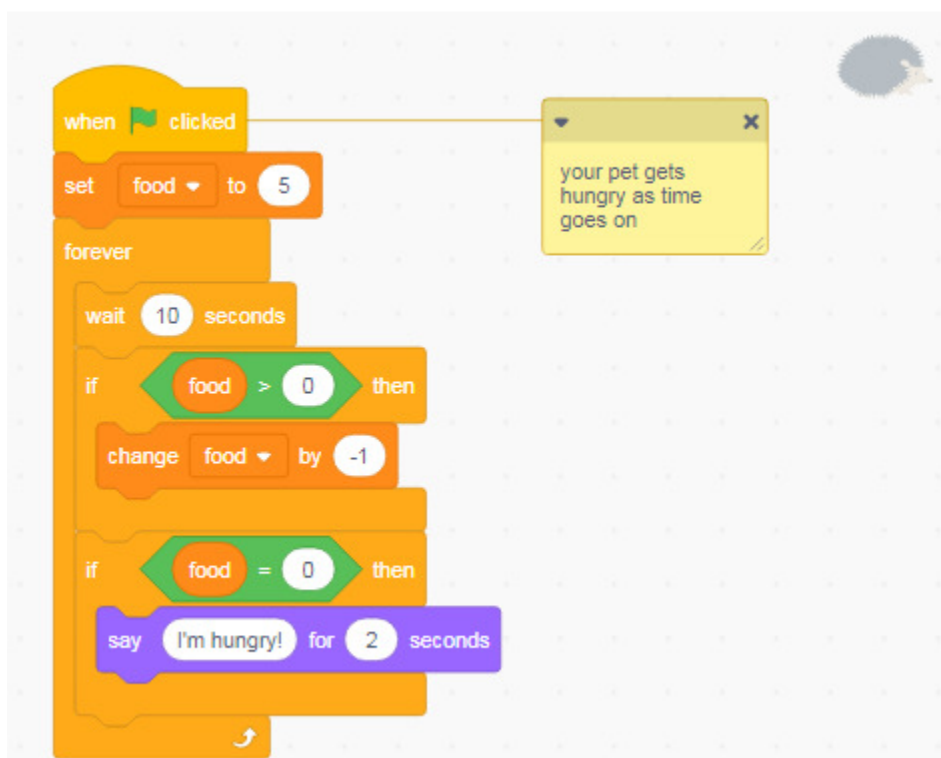
Your food bowl needs a full costume and an empty one. You need to broadcast a message to tell your pet to come and eat.



Next we go back to the pet sprite and tell it what to do when its food is ready. We have made a variable called 'food', that tells us how much it has had.



Over time, your pet will get hungry again and need more food. The code below will do this.



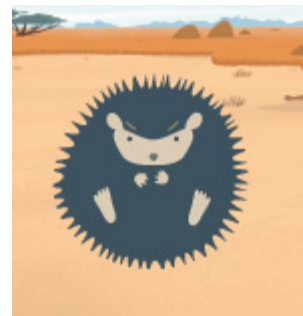
Test your project, can you feed your pet?

Save your project!

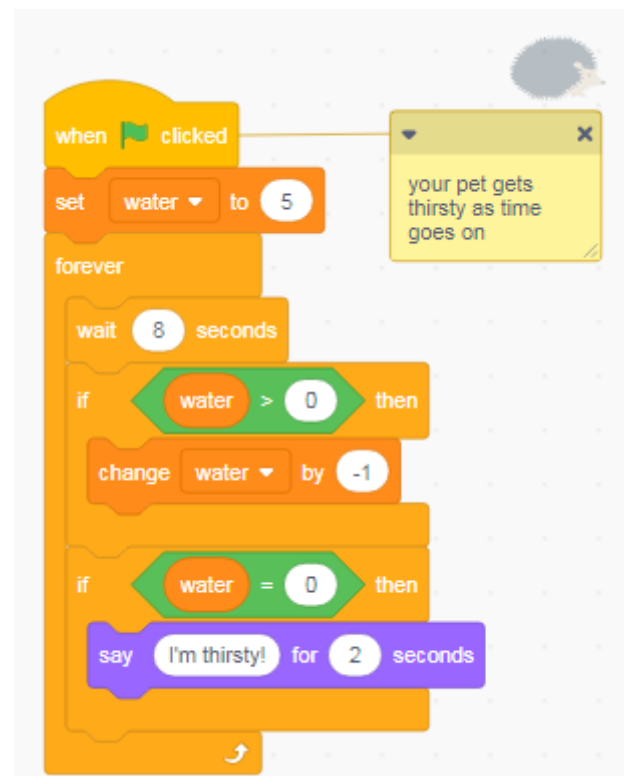
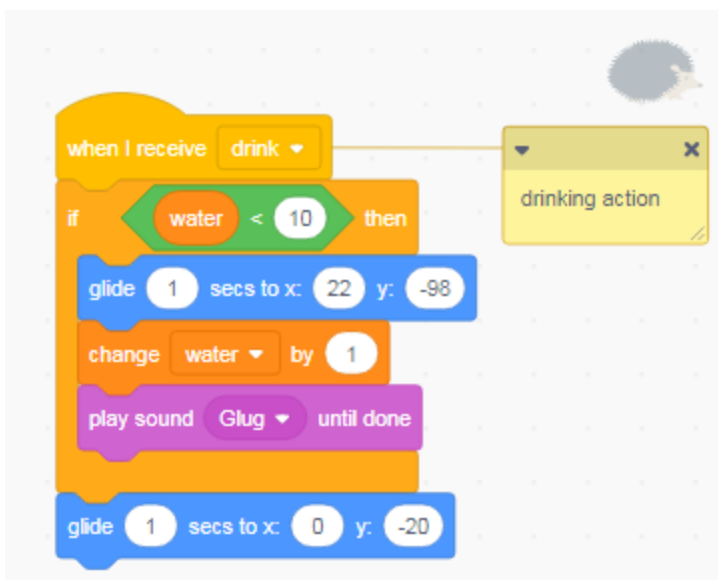
Extras

If you have time, you can build on this project to also give your pet water to drink, to check whether it is happy, to give it a name, and to give it a stroke!

To stroke it, choose a different costume, and add code like this.

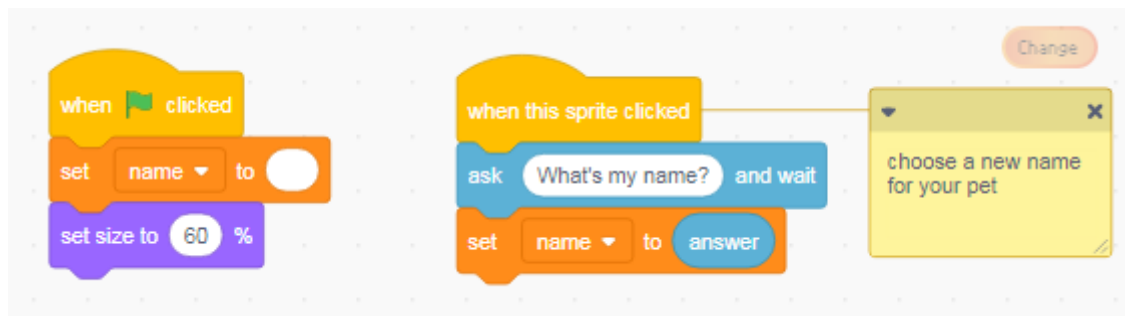


To give it water, duplicate your food bowl, and make some tweaks – you will need a new variable and a new message.

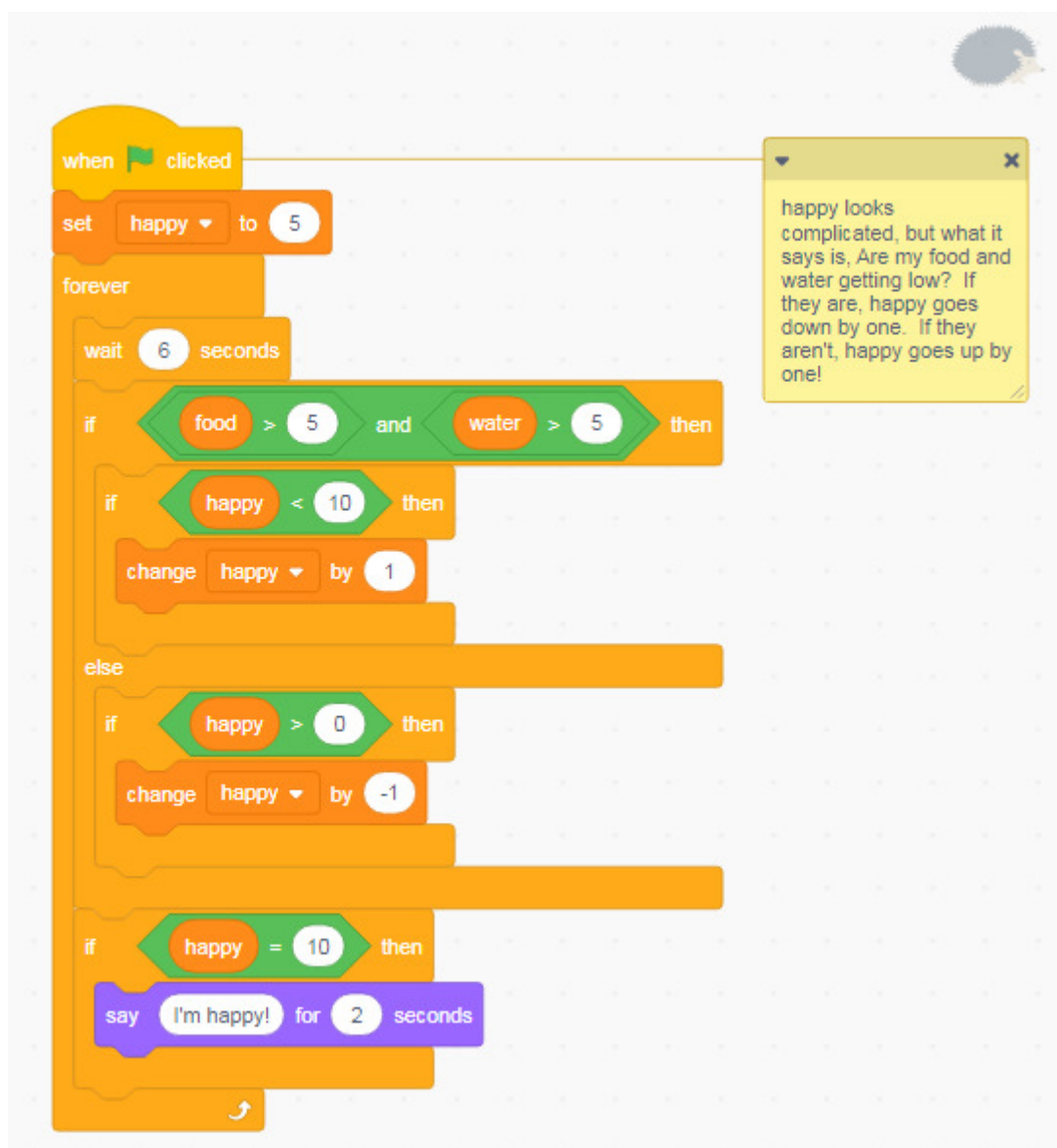


Save your project!

To name our pet, we need a button sprite, and this code:



Finally, we can monitor how happy our pet is. This is decided by whether it has had plenty to eat and drink. If 'food' and 'water' are bigger than 5, 'happy' will go up. Otherwise it goes down!



Save your project!