

# Vivarium pitch

AniPixel Productions



# Team

<b>Name</b>	<b>Student number</b>	<b>Email</b>
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# Overview

Description of your version of the system you are going to design and implement in this course. Clearly specify which are the key aspects of your system, such as:

- There will be 3 different environments that you can choose from and there will be 3 different character types that you can choose. Furthermore, the roster of animals and vitals can be extended.
- The main type of stakeholders are children from the age of 4 and above, because they are the ones that will interact with the system. Another type of stakeholders are the parents of the children which can give this game to kids instead of buying them a real life pet. The other stakeholder is our team *AniPixel Productions* that is developing the game together with our supervisor that oversees the team's work.
- Since our target audience is children, there will be a basic graphical user interface for easy and intuitive interaction with the game.
- It is a video game in which you can take care of your creature. You have to feed it, play with it to keep it happy, make it sleep. When the creature is not fed or happy, it dies.
- Inspiration for this project was taken from the popular game Pou, <http://www.pou.me/>.
- One of the libraries that we will use is JavaFX, which is crucial to the graphical part of the project.

# Functional features

ID	Short name	Description	Champion
F1	Pet care	The player should be able to feed, play with and clean their virtual pet	Kosta
F2	Status indicators	The GUI shall display status bars indicating the level of that attribute. We are going to have: <ul style="list-style-type: none"><li>- Health bar</li><li>- Hunger bar</li><li>- Mood bar</li><li>- Temperature bar</li><li>- Energy Bar</li></ul>	Ibrahim
F3	Shop system	The player can earn money by playing the minigame and taking care of the pet, and then spend the earned money on food.	Darian
F4	Minigame	The player can play a minigame to earn coins and improve mood of the pet. The goal of the minigame is to find the answer to the riddle, and by finding the correct word, you earn coins.	Diar
F5	Environment system	There are different starting environments to choose from. The environment has certain attributes such as climate and temperature that can affect the pet. A pet that usually lives in a warm climate will have trouble living in a cold climate.	Darian

# Quality requirements

ID	Short name	Quality attribute	Description
QR1	Buttons	Responsiveness	When a button is clicked with the mouse, the result should appear on the screen within 0.3 seconds.
QR2	Extensibility	Maintainability	The system shall be structured in such a way that new types of characters or new minigames can be added to the system without affecting the other parts of the system.
QR3	Interface	Usability	The interface is easy to understand and use. The buttons for all of the functions are relatively large and their functions are intuitive from the appearance. Moreover, the buttons are placed in convenient places on the screen for easy reachability.
QR4	Game mechanics	Reliability	Graphics, user input, and audio should be working as expected at all times without crashing the game.

# Time log

<b>Team Number:</b>	<b>22</b>		
<b>Member</b>	<b>Activity</b>	<b>Week number</b>	<b>Hours</b>
-Darian Janevski -Diar Kamberi -Kosta Bakalinov -Ibrahim A. I. Badr	Kick start meeting	1	3
Diar Kamberi	Overview and libraries	1	2
Ibrahim A. I. Badr	Quality Requirements	1	2
Darian Janevski	Define functional features	1	2
Kosta Bakalinov	Overview and research	1	2
-Darian Janevski -Diar Kamberi -Kosta Bakalinov -Ibrahim A. I. Badr	Meeting with TA and then making changes to the assignment based on the TA's feedback	2	4
-Darian Janevski -Diar Kamberi -Kosta Bakalinov -Ibrahim A. I. Badr	Discussing and finishing the team contract and time logs	2	2
		<b>Total</b>	<b>17</b>

# Signed contract

[https://drive.google.com/file/d/1gn03\\_vPlkLt9uobyR4xfflRE5OdcI1yo/view?usp=share\\_link](https://drive.google.com/file/d/1gn03_vPlkLt9uobyR4xfflRE5OdcI1yo/view?usp=share_link)