



Welcome to my virtual pet! Here I will introduce you to Gudetama, a virtual pet that you can interact with. Below explains how you found him, what his behavior means, and a thorough guide.

After World War 10 in the year 3018, a large nuclear radiation wave passes over your backyard chicken coop, causing strange mutations in the eggs. One morning, unaware of the disturbance, you gather the contaminated eggs and head inside the house. As you crack open the first egg, the egg yolk jumps out onto the table! Catching your breath, you observe the creature laying there. You decide to raise it!

Gudetama has nine states:

 <p>Content - Gudetama is lazy in this state, but enjoys living with you.</p>	 <p>Happy - Gudetama appreciates all you have done for it. It is glad to be an egg yolk!</p>
 <p>Playful - Yay! Gudetama loves playing with you. There is no better feeling for this little fellow.</p>	 <p>angry/sad - Gudetama is sometimes confused, angry, or sad. It depends on if it likes how you treat him.</p>
 <p>Run away - Oh no! Gudetama dislikes your care and swiftly ran away! It is not that fast and is easy to bring back...</p>	 <p>Hungry - Gudetama randomly becomes hungry! What does it eat? Starved - Uh oh... Gudetama gets dehydrated and starved! It might run away!</p>



Sleepy - Gudetama gets sleepy after playing too much or at a random time. Sleeping is its favorite activity.



Tired - Oh boy... Gudetama hates being tired. No sleep, no life! It might run away!

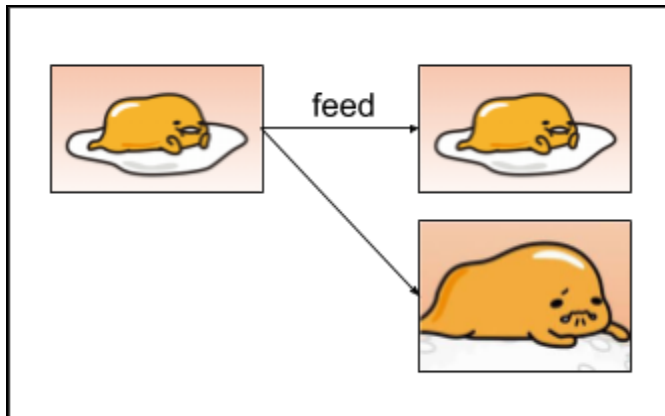
You have four different stimuli to choose from at all times. Feed, poke, play, and sleep have different effects for every state. The state machine below shows in detail what each stimuli does in each state.

	feed	poke	play	sleep
content	50% happy, 50% angry/sad	happy	happy	50% happy, 50% angry/sad
happy	50% playful, 50% angry/sad	playful	playful	50% playful, 50% angry/sad
playful	50% happy, 50% angry/sad	sleepy	sleepy	50% happy, 50% angry/sad
sleepy	50% happy, 50% tired	tired	tired	happy
tired	50% run away, 50% angry/sad	content	run away	content
hungry	happy	starved	starved	50% happy, 50% starved
starved	content	content	run away	50% run away, 50% angry/sad
angry/sad	50% happy, 50% run away	happy	playful	50% happy, 50% run away
run away	50% content, 50% angry/sad	50% content, 50% angry/sad	50% content, 50% angry/sad	50% content, 50% angry/sad

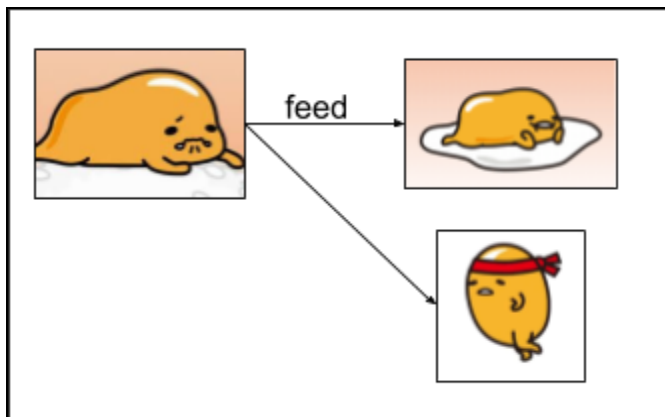
Gudetama is a strange creature. It is easy to please. As shown in the state machine above, it loves being poked and being played with. However, if it disfavours your actions, it will become angry and upset and run away sooner or later. Gudetama is also simple. It enjoys being played with and poked at. If Gudetama is hungry, obviously it must be fed, and same with being sleepy.

Here are some key behaviors of Gudetama, and the reasons why it happens:

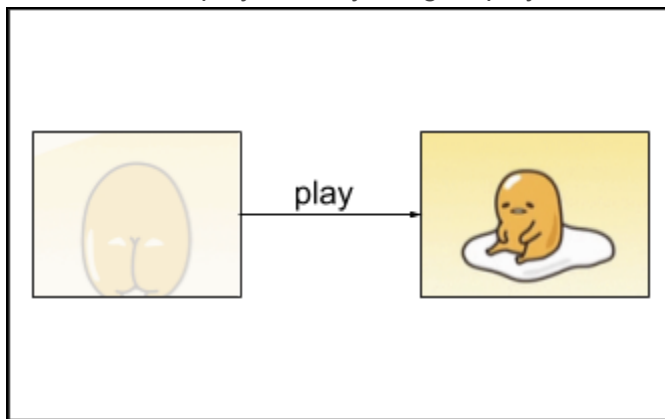
If Gudetama is in a happy state and you want to feed it, Gudetama might enjoy its little snack, becoming happy, or it might not be hungry and be angry at you.



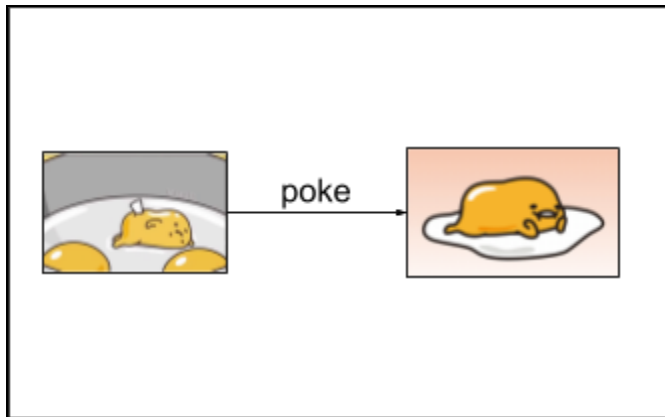
Similar to if Gudetama is angry/sad and you want to feed it. Gudetama might be happy from the snack, or run away thinking you no longer pay attention to his needs.



If Gudetama is playful and you again play with it, Gudetama becomes tired after a fun filled day.



If you poke Gudetama when it is angry, it becomes happy! Weird right? I guess it loves being poked....



Don't let him run away! However, if it does, any state will have a chance to get it back to content state, or angry/sad state.

