User Manual

Team Bixby

Problem:
The Tamagotchi is a handheld digital pet created by Akihiro Yokoand and Aki Maita in 1997. The toy allows for users to care for their digital pet as much or as little as they choose, however, the outcome of the pet depends entirely on the player's actions. Our program seeks to implement this design with the help of Java and JavaFX. Within our program users will be greeted with a menu of interactions to connect and play with their own virtual pet inspired by the original Tamagotchi design.

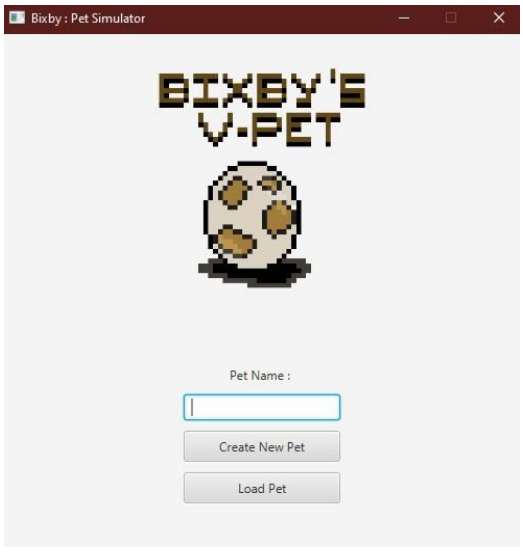
Motivation:
Our group wanted to make a functional pet simulator using everything we learned from the class and labs, as well as any new things that we might come across. The group also wanted to get familiar with git and scrum while working in a team-based environment, and this project provided that very same opportunity. Our group was largely focused on making sure that each member was following their Scrum roles, keeping a close eye on the issues and burndown chart and motivated towards creating the most viable product through the framework that was set up for the project. This project not only gave our group an opportunity to apply the knowledge gained in class to a large-scale project, but it also allowed each of us to contribute a create twist to a fan favorite game.

Background:
Within our program we wanted to stay true to the original Tamagotchi design while also adapting the interactions and interface to the PC environment. The Tamagotchi is a key-chain sized virtual pet simulation game, with three buttons used to allow the user to interact with their virtual pet. In the original adaptation, pets have a Hunger meter, Happy meter, Bracelet meter, and Discipline meter to determine how healthy and well behaved the pet is. Each of these meters decrease overtime but can be kept at healthy levels by interacting and taking care of the pet. Alongside meters to track your pets health, the pet also goes through several stages of development within its lifecycle. In the original game the stages of development were Baby, Child, Teenager, and Adult. As long as the pet remained happy and healthy, it

would continue to grow and develop. Our goal was to recreate these design elements using Java and JavaFX to implement a program where users could care for and interact with their very own virtual pet. Java would be used to create the necessary object-oriented design while JavaFX took care of the visual representation of our game.

Instructions:

- Open the projects main .jar file to start the game
- The player will be prompted to either create a new pet by **Entering a name**, or **load** a previous save that the player may have made.



- If a new pet is made, the player will be presented with a list of options
- The options are as follows: Feed, Clean, Sleep, Pet, Menu, Skip, Stats

- Feed will allow the pet to be fed, and the hunger to be reduced.
    - The player can also choose the food they want to feed, as well as how much of the food they'd want to feed the pet
- Clean will increase the pet's hygiene stat
- Sleep will increase the pet's sleepiness stat
    - Players can choose how long they want their pet to sleep
- Pet will increase the pet's happiness
    - Players can choose how many times they pet their pet
- Sleep is capped at 10 minutes, and petting the pet is capped at 10 times.
- The 'Menu' option allows the player to save their game and exit the program
- The 'Skip' button allows the user to skip time, essentially aging their pet faster, decreasing their stats
- The 'Stats' button allows the player to view the pet's stats such as hunger, sleepiness, etc.

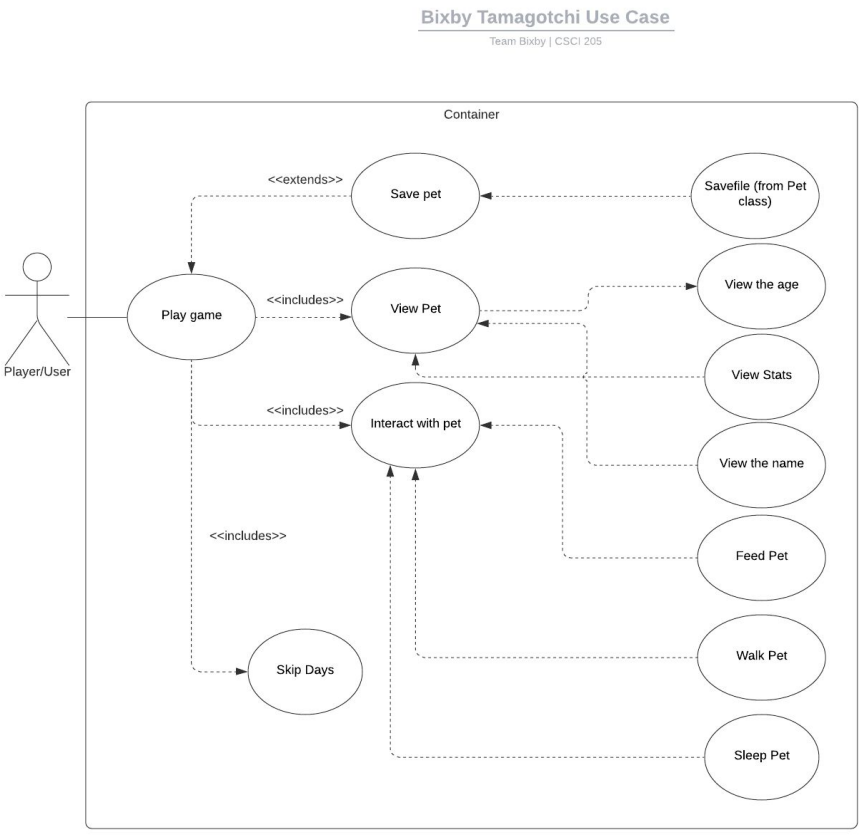


Fig. Games Use Case Diagram