

# Project pitch

TEAM PINEAPPLE

# Team

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# Overview

Our project allows users to create and take care of up to 3 pets. The pets live until the lifespan of their species, after which the users are asked to create a new pet. Additional features are noted below:

- Main type of user(s) - children and the elderly
- A “clean” feature that cleans the pet(s). Tracked by a “cleanliness” bar. The bar depletes over time, and increases upon cleaning.
- A “feed” feature to feed the pet. Users cannot play with their pets if the hunger bar of the pet drops below a certain threshold.
- Pets die when all 4 status bars drop below 15%.
- A “play” feature. The “mood” bar increases if users plays with their pet(s), and decreases over time. Pets become reluctant to follow users’ commands when the “mood” bar drops below a certain threshold. To get past this, users need to play with their pets until the “mood” bar is above the threshold.
- An “energy” status bar. It depletes upon playing, and also over time. When it depletes completely, the pet automatically falls asleep. The “play” feature cannot be used if the energy level drops below a certain threshold. The bar increases gradually as the pet sleeps.
- A “wake” feature that wakes the pet up. Only allowed when the energy level is above threshold. Not accessible when the pet is already awake.
- The user can play a rock paper scissors minigame with it’s pet

We take inspiration from the original [Tamagotchi](#) device and [The Sims: Pets](#) video game.

# Functional features

ID	Short name	Description	Champion
F1	Stat bars	Displays the energy, health, cleanliness and mood status' of each pet. The bars are displayed after every command. Users can also view them with a certain command.	Wissal
F2	Command	<p>The player can interact with the pet by issuing command-line commands following this syntax: [target-pet]* command-name. The available command-names are the following:</p> <ul style="list-style-type: none"><li>- &lt;pet name&gt; rest : rests the pet to increase its energy bar</li><li>- &lt;pet name&gt; feed : feeds the pet to increase its hunger bar</li><li>- &lt;pet name&gt; clean : cleans the pet to increase its cleanliness bar</li><li>- &lt;pet name&gt; play : plays with the pet to increase its mood bar</li><li>- minigame</li><li>- status: displays the 4 status bars for each pet</li><li>- &lt;pet name&gt; status: displays the 4 status bars of that specific pet</li></ul>	Kanushree
F3	Warnings	Outputs warning messages when any of the bars are close to the threshold, dropping below the threshold, or extremely low. Only shows the fact that the bar has dropped to a certain point with it's corresponding percentage.	Shadman
F4	Notifications	Notifies user when their pet suggests actions to users for certain scenarios e.g. when the mood bar drops below threshold, it suggests that the user play with their pet. For example: <pet name> wants to play with you! Or <pet name> is starving!	Turan

# Functional features

ID	Short name	Description	Champion
F5	Sleep Timer	When the pet falls asleep, a timer will appear to show the user when his pet will awake	Wissal
F6	Movement	In the minigame, the user will be able to move freely on the X- and Y-axis	Kanushree
F7	Pet/ play with pet	The user will be able to play or pet their pet in order to fill it's mood bar by 20% of it's maximum capacity.	Shadman
F8	Clean pet	The user will be able to clean their pet in order to fill it's cleanliness bar by 20% of it's maximum capacity.	Turan
F9	Feed pet	The user will be able to feed their pet in order to fill it's hunger bar by 20% of it's maximum capacity.	Wissal
F10	Sleeping	The user will be able to make their pet take a nap in order to fill it's energy bar over time. The bar will fill by 1% every second. The user can wake the pet up as long as it's not below 15%. However when the energy bar reaches 0%, the pet will fall asleep automatically and won't wake up until the bar has reached 15% max capacity.	Shadman
F11	Energy	The energy bar of the pet decreases automatically like every other bar. However the energy bar will also decrease whenever the user plays with their pet, this will take a 10% decrease of the pets total energy. When the energy levels drop below 30%, the user won't be able to play with their pet anymore.	Wissal

# Functional features

ID	Short name	Description	Champion
F12	Mood	The mood bar of the pet decreases automatically like every other bar. However if the mood bar drops below 30%, the pet will sometimes not follow users commands anymore, for example the pet won't allow the user to clean him with a 50% chance. The user will have to type the command again which will encourage the user to play with the pet in order to increase it's mood again.	Turan
F13	Cleanliness	The cleanliness bar of the pet decreases automatically like every other bar. In order to clean the pet, the user has to type the command to increase its cleanliness again.	Kanushree
F14	Hunger	The hunger bar of the pet decreases automatically like every other bar. In order to increase its hunger, the user needs to feed it's pet. When the hunger levels drop below 30%, the user won't be able to play with their pet anymore.	Shadman
F15	Rock-paper-scissors minigame	The system shall have a rock-paper-scissor minigame. The user will play a game of rock paper scissors against their pet. The game will be a best of 3 minigame.	Kanushree

# Functional features


ID	Short name	Description	Champion
F16	Death of the pet	The pet dies when all its status bars drops below 15%. When the pet dies, the pet will disappear and the user will have to get a new pet or make do with his other pets if he already had multiple. This choice will be left to the user.	Turan

# Quality requirements

ID	Short name	Quality attribute	Description
QR1	Command check	Reliability	When the player issues a command, the syntax of the command shall always get validated against the format specified in F2.
QR2	Extensible minigame	Maintainability	The minigame will be easily extendable. The minigame will be made in such a way that new features can be added pretty easily. Also adding a completely new minigame will be done easily.
QR3	Instantaneous results	Responsiveness	Once the player enters a command, the result of the command will be available within 1 second.
QR4	Displaying warnings	Responsiveness	As soon as (any of) the status bars drop below the threshold, warnings will be displayed within 1 second.
QR5	Extensible pets	Maintainability	Adding new pets and its bars into the game will be easily done
QR6	Command availability	Availability	When the user issues a command, we will always return the correct output, everything the user wants to interact with will be always available



# Time log



Time Log

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F3

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	A	B	C	D	E
1	Team63	15			
2					
3	Member	Activity	Week number	Hours	
4	Turan	Assignment 1	1	2	
5	Kanushree	Assignment 1	1	2	
6	Shadman	Assignment 1	1	3.5	
7	Wissal	Assignment 1	1	2	
8			1		
9			1		
10			1		
11			2		
12			2		
13			2		
14			2		
15			2		
16			2		
17			2		
18			2		
19					

Member	Activity	Week	Hours
Turan yigit	Discuss tasks ass2	2	2
	Acquiring knowledge for state and sequence diagrams	2	3
Shadman Sahil Chowdhury	Discuss tasks ass2	2	2
	Acquiring knowledge for state and sequence diagrams	2	3
Wissal Mestour	Discuss tasks ass2	2	2
	Acquiring knowledge for class and object diagrams	2	3
Kanushree Jaiswal	Discuss tasks ass2	2	2
	Acquiring knowledge for class and object diagrams	2	3

# Signed contract

By clicking on [this link](#), you can view the team contract, signed by all team members.

Member	Activity	Week Number	Hours
Turan yigit	Discuss ass2	2	2
Shadman Sahil Chowdhury	Discuss ass2	2	2
Wissal Mestour	Discuss ass2	2	2
Kanushree Jaiswal	Discuss ass2	2	2