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CSC 102

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GitHub URL: <https://github.com/madisonwikoff/CSC102Project.git>

**PetMatcher**

For our final project, we want to make adding a new pet to one’s life and/or family much easier. PetMatcher—our project—will be a program that will match you to a pet that best fits your needs by analyzing your current lifestyle. The first phase involves the user answering quiz questions on a user interface, which will lead the machine to its conclusion of which kind of pet would fit the user and their lifestyle best which is determined by incrementing counters for each type of pet if an answer is selected that matches that pet type. This part was built using classes.

Once the match has been made, the second part of the program will help the user compare essential items such as food, equipment, and toys, and will show details such as recipes, functions, and size/age range for such items. This part is making use of the sqlite3 module to search for different equipment and food from a database. Unfortunately, the search function is not operational at this time as components on the GUI curiously won’t show up and our team ran out of time. We determined it was more important to get the quiz and routine maker/GPIO portions finished and functioning first. This should be addressed and functional by the next milestone.

Lastly the program will help the user design a routine for the new family addition, such as when to feed the pet, when to play with the pet, when to bath it, and when to clean it/its enclosure. In this part of the program, we incorporated GPIO, utilizing different colored LEDs that signify each different type of task. For example, a blue LED signifies that it’s time to play with the pet. When the user completes a task, the user can press the button that corresponds to the correct color and it will add it a counter, either up to 1 or 2 depending on the type of task. When the user has completed all of the 1 or 2 tasks of one category, a messagebox message will pop up telling them they’ve completed that category of tasks for the day. We have each label on the GUI in the correct color for each type of task so the user doesn’t have to remember which color represents each task.

Najja created some very cute background, button, and label designs for us. However, we were having some errors here and there with setting them as backgrounds. Since this is a design detail, we are saving this for the second milestone as getting the majority of the program functional is of a slightly higher priority.