

Objective-C for App Development Trimester I Final Project: Pet Simulator

This final is a demonstration of what I've learned throughout the trimester. Conceptually, a lot of it was review, but Objective-C is syntactically and structurally very different from Java. A lot of times, the syntax can actually be pretty confusing, especially when it comes to strings—as Objective-C is derived from C, there are a few holdovers.

The concepts, however, as with any object-oriented programming language, are the same. I learned how to create objects, define their characteristics using variables, modify and return those variables, and design more complex methods to determine an object's behavior. I then learned to create a system of multiple, interacting, and interactive objects, using data structures like sets and arrays to manage them as well as how to organize and treat similar objects using polymorphism and inheritance. I also learned the standards for formatting and documenting multi-file code and got plenty of practice using the Internet to solve the multitude of bugs and errors I encountered over the course of the trimester.

This project is a cumulative demonstration of what I've learned. In this game, you're a human who can own a variety of pets. These pets can eat, earn money, and, unfortunately, die.

CODE

```
//
//  main.m
//  PetSimulator
//  Main running method – starts a new game and then runs the pet
//  simulator.
//  Created by Maryam Husain on 11/19/15.
//  Copyright (c) 2015 Maryam Husain. All rights reserved.
//

#import <Foundation/Foundation.h>
#import "Game.h"

int main(int argc, const char * argv[]) {
    @autoreleasepool {
        Game *myGame = [[Game alloc] init];
        [myGame playGame];
    }
    return 0;
}

//
//  Game.h
//  PetSimulator
//  Whole-game methods.
//  Created by Maryam Husain on 11/19/15.
//  Copyright (c) 2015 Maryam Husain. All rights reserved.
//

#import <Foundation/Foundation.h>

@interface Game : NSObject
- (void) playGame;
@end

//
//  Game.m
//  PetSimulator
//  The bulk of the game itself. Creates an owner and manages
//  pets and user input.
//  Created by Maryam Husain on 11/19/15.
//  Copyright (c) 2015 Maryam Husain. All rights reserved.
//

#import "Game.h"
#import "Owner.h"
#import "Pet.h"
#import "Cat.h"
#import "Piranha.h"
```

```

#import "Parrot.h"

@implementation Game
{
    char loc; //location of the character (home or at the store)
    Owner *me; //the character
    BOOL playing; //whether or not the user is still playing
    (hasn't quit)
}

/**
 * Begins the game.
 */
- (void) playGame
{
    [self intro]; //run the intro
    loc = 'h'; //set location to home
    playing = YES; //notify game object that user hasn't quit
    [self home]; //run home options
}

/**
 * Names the character and gives him his first pet before sending
 him home.
 */
- (void) intro
{
    NSLog(@"Welcome to Pet Simulator Pet Store!\n\nWhat's your
name? >"); //greet the user

    char myName[50] = {0}; //allocate storage for name

    scanf("%s", myName); //read user's name
    NSString *name = [NSString stringWithUTF8String:myName];
    //convert user's name from char to string

    me = [[Owner alloc] initWithName:name]; //create an owner
with chosen name

    NSLog(@"Hey there, %@! So you're here to adopt a pet, are
you?\nWell, as far as choices go, you've got three options:\n1.
Adopt a cat ($50)\n2. Adopt a piranha ($50)\n3. Adopt a parrot
($50)\n\nPlease type the number corresponding to your choice.",
me.name);

    //allow user to choose pet
    BOOL hasPet = NO;

    while(!hasPet)
    {

```

```

char num = [Game getInput];
char petName[50] = {0};

switch (num)
{
    case '1':
    {
        NSLog(@"What is your cat's name? >");
        scanf("%s", petName);
        NSString *myPetName = [NSString
stringWithUTF8String:petName];
        [me adoptPet:[Cat alloc]initWithName:myPetName
andAge:0]];
        NSLog(@"Aww! Hey there, %@! What a cute little
kitty!", myPetName);
        hasPet = YES;
        break;
    }
    case '2':
    {
        NSLog(@"What is your piranha's name? >");
        scanf("%s", petName);
        NSString *myPetName = [NSString
stringWithUTF8String:petName];
        [me adoptPet:[Piranha
alloc]initWithName:myPetName andAge:0]];
        NSLog(@"Aww! Hey there, %@! What a cute little
piranha!", myPetName);
        hasPet = YES;
        break;
    }
    case '3':
    {
        NSLog(@"What is your parrot's name? >");
        scanf("%s", petName);
        NSString *myPetName = [NSString
stringWithUTF8String:petName];
        [me adoptPet:[Parrot
alloc]initWithName:myPetName andAge:0]];
        NSLog(@"Aww! Hey there, %@! What a cute little
parrot!", myPetName);
        hasPet = YES;
        break;
    }
    default:
    {
        NSLog(@"Uh oh! Response not recognized. Try
again. >");
    }
}

```

```

    }
}
[me pay:50];
NSLog(@"Alright. That'll be $50. Thanks! Have a nice
day.\n\n(YOU GO HOME)\n");
}

/**
 * The user is at home. Allows him to do things like feed his
 pet, play with his pet, put the pet to work, leave for the store,
 quit, etc..
 */
- (void) home
{
    NSLog(@"Welcome home!\nWhat would you like to do? (Enter ?
for options)");

    int count = 0;

    while(loc == 'h' && playing)
    {
        //let the user decide what he wants to do.
        [self selectHomeAction:[Game getInput]];

        //every four actions, the pets will "live" a day in their
lives.
        if(count < 4)
            count++;
        else
        {
            for (Pet *pet in me.myPets)
            {
                [pet live];
            }
            count = 0;
        }
    }

    //if the user has left, run the store actions instead
    if(loc == 's')
        [self store];

    //if the user has quit, say goodbye and end the game
    else if(!playing)
        NSLog(@"Goodbye!");
}

+ (void) displayHomeOptions
{
    NSLog(@"You can:\n1. Feed a pet\n2. Play with a pet\n3.

```

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Employ a pet\n4. Check a pet's stats\n5. Go to the store\n6.
Check inventory\n7. Quit game");
}

/**
 * Depending on the user's input while at home, decide what to
do.
 */
- (void) selectHomeAction: (char) input
{
    switch (input) {
        //list options
        case '?':
        {
            [Game displayHomeOptions];
            break;
        }
        //feed pet
        case '1':
        {
            int listCount = 1;
            NSLog(@"Which pet would you like to feed? Please type
its name.");
            for (Pet *pet in me.myPets)
            {
                NSLog(@"%i. %@", listCount, pet.name);
                listCount++;
            }
            NSString *petName = [Game getStringInput];
            [me.myPets enumerateObjectsUsingBlock:^(id obj, BOOL
*stop) {
                if([((Pet *)obj).name isEqualToString:petName])
                {
                    if([me has:((Pet *)obj).foodType]) //if user
has any of the kind of food this pet eats
                    {
                        [me use:((Pet *)obj).foodType];
                        [(Pet *)obj feed];
                        NSLog(@"Fed pet.");
                    }
                    else
                        NSLog(@"You don't have any food for %@!",
((Pet *)obj).name);
                    *stop = YES;
                }
            }];
            break;
        }
        //play with pet
        case '2':

```

```

    {
        int listCount = 1;
        NSLog(@"Which pet would you like to play with? Please
type its name.");
        for (Pet *pet in me.myPets)
        {
            NSLog(@"%i. %@", listCount, pet.name);
            listCount++;
        }
        NSString *petName = [Game getStringInput];
        [me.myPets enumerateObjectsUsingBlock:^(id obj, BOOL
*stop) {
            if([((Pet *)obj).name isEqualToString:petName])
            {
                NSLog(@"%@! %@ is having so much fun.", ((Pet
*)obj).makeSound, ((Pet *)obj).name);
                [((Pet *) obj) play];
            }
        }];
        break;
    }
    //put pet to work
    case '3':
    {
        int listCount = 1;
        NSLog(@"Which pet would you like to put to work?
Please type its name.");
        for (Pet *pet in me.myPets)
        {
            NSLog(@"%i. %@", listCount, pet.name);
            listCount++;
        }
        NSString *petName = [Game getStringInput];
        [me.myPets enumerateObjectsUsingBlock:^(id obj, BOOL
*stop) {
            if([((Pet *)obj).name isEqualToString:petName])
            {
                NSLog(@"%@! %@ is working hard to make you
money.", ((Pet *)obj).makeSound, ((Pet *)obj).name);
                [((Pet *) obj) work];
                [me makeMoney:5];
            }
        }];
        break;
    }
    //check pet stats
    case '4':
    {
        int listCount = 1;
        for (Pet *pet in me.myPets)

```

```

        {
            NSLog(@"%i. %@", listCount, pet.name);
            [pet displayStats];
            listCount++;
        }
        break;
    }
    //leave for the store
    case '5':
    {
        for (Pet *pet in me.myPets)
        {
            [pet live];
        }
        NSLog(@"Bye! Your pets will be waiting for you when
you get back...");
        NSLog(@"\n\n(YOU GO TO THE STORE)\n\n");
        loc = 's';
        break;
    }
    //check user inventory
    case '6':
    {
        [me displayInventory];
        break;
    }
    //quit game
    case '7':
    {
        playing = NO;
        break;
    }
    //invalid action
    default:
    {
        NSLog(@"Invalid action");
        break;
    }
}
//make sure pets are alive.
[self checkPets];
}

/**
 * Check to make sure the users pets are all still alive. If one
 isn't, remove it from the user's posession.
 */
- (void) checkPets
{
    for(Pet *pet in me.myPets)

```



```

    {
        if(!(pet.alive))
        {
            NSLog(@"%@ is dead. Removing from list of pets.",
pet.name);
            [me.myPets removeObject:pet];
        }
    }
}

/**
 * Go to the store, where the user can buy food and new pets.
 */
- (void) store
{
    NSLog(@"Hey there, %@, welcome to the Pet Simulator Pet
Store!\nWhat would you like to do? (Enter ? for options)",
me.name);

    int count = 0;

    while(loc == 's')
    {
        //let the user decide what he wants to do.
        [self selectStoreAction:[Game getInput]];

        //every four actions, the pets will "live" a day in their
lives.
        if(count < 4)
            count++;
        else
        {
            for (Pet *pet in me.myPets)
            {
                [pet live];
            }
            count = 0;
        }
    }
    if(loc == 'h')
        [self home];
}

/**
 * Display options like buying food, adopting new pets, or
leaving.
 */
+ (void) displayStoreOptions
{
    NSLog(@"You can:\n1. Adopt a pet\n2. Buy pet food\n3. Go

```



```

PIRANHA));
        }
        break;
    }
    //adopt a parrot
    case '3':
    {
        if([me pay:225])
        {
            NSLog(@"Wonderful! What would you like to
name your new parrot?");
            NSString *petName = [Game
getStringInput];
            [me adoptPet:[[Parrot
alloc]initWithName:petName andAge:0]];
            NSLog(@"%@? What a unique name!",
petName);
            NSLog(@"(YOU HAVE ADOPTED A NEW
PARROT)");
        }
        break;
    }
    //cancel
    case '4':
    {
        NSLog(@"Oh, not looking for a pet to adopt
right now? That's alright. Is there anything else I can do for
you?");
    }
    //invalid response
    default:
    {
        NSLog(@"Invalid response");
        break;
    }
}
break;
}
//buy food
case '2':
{
    NSLog(@"Food? Yum! What sort are you looking for?
(Please type the number corresponding to your choice)\n1. Fish
($3)\n2. Birdseed ($1)\n3. Cancel");
    char choice = [Game getInput];
    switch (choice) {
        //buy fish
        case '1':
        {
            NSLog(@"And how many tins are you interested

```

```

in?");

        int amount = 0;
        scanf("%i", &amount);

        if([me pay:(3 * amount)])
        {
            [me addToInventory:@"Fish" count:amount];
            NSLog(@"Alright. That'll be $%i.",
3*amount);
            NSLog(@"(YOU HAVE PURCHASED %i TINS OF
FISH)", amount);
        }
        break;
    }
    //buy birdseed
    case '2':
    {
        NSLog(@"And how many packets are you
interested in?");
        int amount = 0;
        scanf("%i", &amount);

        if([me pay:(amount)])
        {
            [me addToInventory:@"Birdseed"
count:amount];
            NSLog(@"Alright. That'll be $%i.",
amount);
            NSLog(@"(YOU HAVE PURCHASED %i TINS OF
FISH)", amount);
        }
        break;
    }
    //cancel
    case '3':
    {
        NSLog(@"Alright. Is there anything else I can
do for you today?");
        break;
    }
    //invalid response
    default:
    {
        NSLog(@"Invalid response.");
        break;
    }
}
break;
}
//go home

```

```

        case '3':
        {
            loc = 'h';
            NSLog(@"Alright. See you soon. Have a nice day!");
            break;
        }
        //invalid response
        default:
        {
            NSLog(@"Sorry. I didn't get that. What can I help you
with?");
            break;
        }
    }
}

```

```

/**
 * Get user's single-character input.
 * @return user's input
 */

```

```

+ (char) getInput
{
    char input = '0';
    NSLog(@"\n>");
    scanf("%s", &input);
    return input;
}

```

```

/**
 * Get user's string input
 * @return user's string input
 */

```

```

+ (NSString *) getStringInput
{
    char myString[50] = {0};
    NSLog(@"\n>");
    scanf("%s", myString);
    NSString *string = [NSString stringWithUTF8String:myString];
    return string;
}

```

```

@end

```

```

//
// Owner.h
// PetSimulator
// Owner class methods.
// Created by Maryam Husain on 11/19/15.
// Copyright (c) 2015 Maryam Husain. All rights reserved.
//

```

```

#import <Foundation/Foundation.h>
#import "Pet.h"

@interface Owner : NSObject
- (instancetype) initWithName:(NSString *)name;
- (NSString *) name;
- (NSMutableSet *) myPets;
- (NSCountedSet *) inventory;
- (BOOL) has: (NSString *) object;
- (void) addToInventory: (NSString *) object count: (int) count;
- (void) use: (NSString *) object;
- (int) wallet;
- (BOOL) pay: (int) amount;
- (void) makeMoney: (int) amount;
- (void) adoptPet: (Pet *) newPet;
- (void) displayInventory;
@end

//
// Owner.m
// PetSimulator
// Represents the owner of a pets. Has a name, money, an
// inventory, and a number of pets associated with him.
// Created by Maryam Husain on 11/19/15.
// Copyright (c) 2015 Maryam Husain. All rights reserved.
//

#import "Owner.h"
#import "Pet.h"

@implementation Owner
{
    NSString *name; //your name
    int wallet; //amount of money you have
    NSMutableSet *myPets; //the pets you have
    NSCountedSet *inventory; //the stuff you have
}

/**
 * Constructor - initialize with a name.
 */
- (instancetype) initWithName:(NSString *)myName
{
    self = [super init];
    if(self)
    {
        name = myName;
        wallet = 500;
        myPets = [NSMutableSet setWithObjects: nil];
    }
}

```

```

        inventory = [NSCountedSet setWithObjects: nil];
    }
    return self;
}

/**
 * User's name.
 * @return the user's name
 */
- (NSString *) name
{
    return name;
}

/**
 * User's pets.
 * @return the user's pets
 */
- (NSMutableSet *) myPets
{
    return myPets;
}

/**
 * User's inventory.
 * @return the user's inventory
 */
- (NSCountedSet *) inventory
{
    return inventory;
}

/**
 * Whether or not the user has a given object.
 * @param object – the object being searched for
 * @return whether or not the user has the object.
 */
- (BOOL) has:(NSObject *)object
{
    if([inventory countForObject:object] > 0)
        return YES;
    else
        return NO;
}

/**
 * Add an object to the inventory.
 * @param object – the object to add
 * @param count – the number of objects to add to the inventory
 */

```

```

- (void) addToInventory:(NSString *)object count:(int)count
{
    for(int i = 0; i < count; i++)
        [inventory addObject:object];
}

/**
 * "Use" an object (remove it from the inventory)
 * @param object - the object to be used
 */
- (void) use:(NSString *)object
{
    [inventory removeObject:object];
}

/**
 * User's wallet balance.
 * @return the user's wallet balance
 */
- (int) wallet
{
    return wallet;
}

/**
 * If the user has enough money, pay it.
 * @param amount - the amount being asked for.
 * @return whether or not the user can pay.
 */
- (BOOL) pay:(int)amount
{
    if(amount <= wallet)
    {
        wallet -= amount;
        return YES;
    }
    else
    {
        NSLog(@"You don't have enough in your wallet to pay for
that!");
        return NO;
    }
}

/**
 * Add a given amount of money to the user's wallet.
 * @param amount - the amount to add to the owner's wallet
 */
- (void) makeMoney:(int)amount

```



```

{
    wallet += amount;
}

/**
 * Get a new pet.
 * @param newPet - the pet to adopt.
 */
- (void) adoptPet:(Pet *)newPet
{
    [myPets addObject:newPet];
}

/**
 * Print out the contents of the user's inventory.
 */
- (void) displayInventory
{
    NSLog(@"Wallet: %i", wallet);
    for (NSString *object in inventory)
        NSLog(@"%@ - %li", object, [inventory
countForObject:object]);
}
@end

//
// Pet.h
// PetSimulator
// A generic pet class.
// Created by Maryam Husain on 11/19/15.
// Copyright (c) 2015 Maryam Husain. All rights reserved.
//

#import <Foundation/Foundation.h>
#import "Food.h"

@interface Pet : NSObject
- (instancetype) initWithName: (NSString *) myName andAge: (int)
myAge;
- (NSString *) name;
- (BOOL) alive;
- (int) age;
- (int) hunger;
- (int) happiness;
- (void) live;
- (void) feed;
- (void) play;
- (void) work;
- (void) displayStats;
- (NSString *) makeSound;

```

```

- (NSString *) foodType;
@end

//
// Pet.m
// PetSimulator
// A basic pet class.
// Created by Maryam Husain on 11/19/15.
// Copyright (c) 2015 Maryam Husain. All rights reserved.
//

#import "Pet.h"

@implementation Pet
{
    NSString *name; //the pet's name
    int age, hunger, happiness; //the pet's age, how full its
    belly is, and how happy it is
    BOOL alive; //whether or not the pet is alive
}

/**
 * Constructor - Initialize the pet with a name and an age.
 */
- (instancetype) initWithName:(NSString *)myName
andAge:(int)myAge
{
    self = [super init];
    if(self)
    {
        name = myName;
        age = myAge;
        alive = YES;
        hunger = 100;
        happiness = 100;
    }
    return self;
}

/**
 * The pet's name.
 * @return the pet's name.
 */
- (NSString *) name
{
    return name;
}

/**
 * The type of food the pet eats.

```

```

    * @return the type of food the pet eats.
    **/
- (NSString *) foodType
{
    return @"Food";
}

/**
 * Whether or not the pet is alive.
 * @return whether or not the pet is alive.
 **/
- (BOOL) alive
{
    //decide if the pet is still alive
    if(hunger <= 0)
    {
        alive = NO;
        NSLog(@"Oh no! %@ has starved to death!", name);
        return NO;
    }

    if(happiness <= 0)
    {
        alive = NO;
        NSLog(@"Oh no! %@ has died of neglect!", name);
        return NO;
    }

    return YES;
}

/**
 * The pet's age.
 * @return the pet's age.
 **/
- (int) age
{
    return age;
}

/**
 * The pet's hunger.
 * @return the pet's hunger.
 **/
- (int) hunger
{
    return hunger;
}

/**

```

```

    * The pet's happiness.
    * @return the pet's happiness.
    **/
- (int) happiness
{
    return happiness;
}

/**
 * The pet's sound.
 * @return the pet's sound.
    **/
- (NSString *) makeSound
{
    return @"eep, eep";
}

/**
 * Live a day in the pet's life – it gets sadder, it gets older,
 * it gets hungrier, and if its stats are too low, it can die.
    **/
- (void) live
{
    if(alive)
    {
        //increment and decrement appropriate variables
        age++;
        hunger -= 10;
    }
}

/**
 * Put the pet to work. It gets sadder and hungrier.
    **/
- (void) work
{
    hunger -= 20;
    happiness -= 20;
}

/**
 * Feed pet – increase hunger.
    **/
- (void) feed
{
    hunger += 50;
    if(hunger > 100)
        hunger = 100;
}

```

```

/**
 * Play with pet - increase happiness.
 */
- (void) play
{
    happiness += 20;
    if(happiness > 100)
        happiness = 100;
}

/**
 * Print out the pet's stats.
 */
- (void) displayStats{
    NSLog(@"%@'s Stats... \nAge: %i days old \nHappiness: %i/100
\nHunger: %i/100\n\n ", name, age, happiness, hunger);
}
@end

//
// Cat.h
// PetSimulator
// A cat class.
// Created by Maryam Husain on 11/19/15.
// Copyright (c) 2015 Maryam Husain. All rights reserved.
//

#import "Pet.h"
#import "Fish.h"

@interface Cat : Pet
- (NSString *) foodType;
- (NSString *) makeSound;
@end

//
// Cat.m
// PetSimulator
// A cat class.
// Created by Maryam Husain on 11/19/15.
// Copyright (c) 2015 Maryam Husain. All rights reserved.
//

#import "Cat.h"

@implementation Cat

/**
 * The type of food a cat eats - fish.
 */

```

```

- (NSString *) foodType
{
    return @"Fish";
}

/**
 * The sound a cat makes - "meow."
 */
- (NSString *) makeSound
{
    return @"MEOW";
}
@end

//
//  Piranha.h
//  PetSimulator
//  A piranha class.
//  Created by Maryam Husain on 11/19/15.
//  Copyright (c) 2015 Maryam Husain. All rights reserved.
//

#import "Pet.h"
#import "Fish.h"

@interface Piranha : Pet
- (NSString *) foodType;
- (NSString *) makeSound;
@end

//
//  Piranha.m
//  PetSimulator
//  A piranha class.
//  Created by Maryam Husain on 11/19/15.
//  Copyright (c) 2015 Maryam Husain. All rights reserved.
//

#import "Piranha.h"

@implementation Piranha

/**
 * The type of food a piranha eats - fish.
 */
- (NSString *) foodType
{
    return @"Fish";
}

```

```

/**
 * The sound a piranha makes - "bubble bubble."
 */
- (NSString *) makeSound
{
    return @"BUBBLE, BUBBLE";
}
@end

//
// Parrot.h
// PetSimulator
// A parrot class.
// Created by Maryam Husain on 11/19/15.
// Copyright (c) 2015 Maryam Husain. All rights reserved.
//

#import "Pet.h"
#import "Birdseed.h"

@interface Parrot : Pet
- (NSString *) foodType;
- (NSString *) makeSound;
- (void) setSound: (NSString *) newSound;
@end

//
// Parrot.m
// PetSimulator
// A parrot class.
// Created by Maryam Husain on 11/19/15.
// Copyright (c) 2015 Maryam Husain. All rights reserved.
//

#import "Parrot.h"

@implementation Parrot
{
    NSString *sound; //the sound the parrot makes.
}

/**
 * Constructor that takes a name and an age. Initializes the bird
 * with its own "squawk" sound.
 */
- (instancetype) initWithName:(NSString *)myName
andAge:(int)myAge
{
    self = [super initWithName:myName andAge:myAge];
    if(self)

```

```

    {
        sound = @"SQUAWK";
    }
    return self;
}

/**
 * The type of food a parrot eats – birdseed.
 */
- (NSString *) foodType
{
    return @"Birdseed";
}

/**
 * The sound the parrot makes – set by user.
 */
- (NSString *) makeSound
{
    return sound;
}

/**
 * Teach the parrot a new sound.
 * @param newSound – the new sound to teach the parrot.
 */
- (void) setSound:(NSString *)newSound
{
    sound = newSound;
}
@end

```


TESTING

NOTE: THIS TESTING IS VERY LONG.

What this tests:

- Adopting a pet
- Improperly entering information that would cause the program to crash or otherwise not work
- Feeding pets when you do and don't have the right kind of food for them
- Putting pets to work to earn money
- Going to the store to buy each kind of food
- Adopting new pets
- What happens when you don't have enough money to pay for something
- Playing with pets
- Killing pets by not feeding them
- Checking pets' stats
- The 'cancel' option for buying things at the store
- What happens when you enter the name of a pet that doesn't exist
- What happens when you overfeed a pet
- Adding and removing items from the inventory
- Running out of an item in inventory
- Quitting the game

**2015-12-01 14:02:32.694 PetSimulator[2672:1162963]
Welcome to Pet Simulator Pet Store!**

What's your name? >

Maryam

**2015-12-01 14:02:36.573 PetSimulator[2672:1162963] Hey there, Maryam! So you're here to adopt a pet, are you? Well, as far as choices go, you've got three options:
1. Adopt a cat (\$50)
2. Adopt a piranha (\$50)
3. Adopt a parrot (\$50)**

Please type the number corresponding to your choice.

2015-12-01 14:02:36.573 PetSimulator[2672:1162963]

>

3

2015-12-01 14:02:41.415 PetSimulator[2672:1162963] What is your parrot's name? >

Perry

2015-12-01 14:02:44.001 PetSimulator[2672:1162963] Aww! Hey there, Perry! What a cute little parrot!

**2015-12-01 14:02:44.001 PetSimulator[2672:1162963]
Alright. That'll be \$50. Thanks! Have a nice day.**

(YOU GO HOME)

2015-12-01 14:02:44.002 PetSimulator[2672:1162963]
Welcome home!
What would you like to do? (Enter ? for options)
2015-12-01 14:02:44.002 PetSimulator[2672:1162963]
>
?
2015-12-01 14:02:48.021 PetSimulator[2672:1162963] You
can:
1. Feed a pet
2. Play with a pet
3. Employ a pet
4. Check a pet's stats
5. Go to the store
6. Check inventory
7. Quit game
2015-12-01 14:02:48.021 PetSimulator[2672:1162963]
>
1
2015-12-01 14:02:50.498 PetSimulator[2672:1162963] Which
pet would you like to feed? Please type its name.
2015-12-01 14:02:50.498 PetSimulator[2672:1162963] 1.
Perry
2015-12-01 14:02:50.499 PetSimulator[2672:1162963]
>
Perry
2015-12-01 14:02:52.084 PetSimulator[2672:1162963] You
don't have any food for Perry!
2015-12-01 14:02:52.084 PetSimulator[2672:1162963]
>
2
2015-12-01 14:02:54.579 PetSimulator[2672:1162963] Which
pet would you like to play with? Please type its name.
2015-12-01 14:02:54.580 PetSimulator[2672:1162963] 1.
Perry
2015-12-01 14:02:54.580 PetSimulator[2672:1162963]
>
Perry
2015-12-01 14:02:57.293 PetSimulator[2672:1162963]
SQUAWK! Perry is having so much fun.
2015-12-01 14:02:57.294 PetSimulator[2672:1162963]
>
?
2015-12-01 14:02:59.300 PetSimulator[2672:1162963] You
can:
1. Feed a pet
2. Play with a pet
3. Employ a pet
4. Check a pet's stats
5. Go to the store
6. Check inventory

7. Quit game

2015-12-01 14:02:59.301 PetSimulator[2672:1162963]

>

3

2015-12-01 14:03:01.466 PetSimulator[2672:1162963] Which pet would you like to put to work? Please type its name.

2015-12-01 14:03:01.466 PetSimulator[2672:1162963] 1.

Perry

2015-12-01 14:03:01.466 PetSimulator[2672:1162963]

>

Perry

2015-12-01 14:03:02.859 PetSimulator[2672:1162963]

SQUAWK! Perry is working hard to make you money.

2015-12-01 14:03:02.859 PetSimulator[2672:1162963]

>

4

2015-12-01 14:03:07.608 PetSimulator[2672:1162963] 1.

Perry

2015-12-01 14:03:07.608 PetSimulator[2672:1162963]

Perry's Stats...

Age: 1 days old

Happiness: 80/100

Hunger: 70/100

2015-12-01 14:03:07.608 PetSimulator[2672:1162963]

>

6

2015-12-01 14:03:19.805 PetSimulator[2672:1162963]

Wallet: \$455

2015-12-01 14:03:19.805 PetSimulator[2672:1162963]

>

5

2015-12-01 14:03:23.890 PetSimulator[2672:1162963] Bye!

Your pets will be waiting for you when you get back...

2015-12-01 14:03:23.890 PetSimulator[2672:1162963]

(YOU GO TO THE STORE)

2015-12-01 14:03:23.890 PetSimulator[2672:1162963] Hey there, Maryam, welcome to the Pet Simulator Pet Store!

What would you like to do? (Enter ? for options)

2015-12-01 14:03:23.890 PetSimulator[2672:1162963]

>

z/

2015-12-01 14:03:28.218 PetSimulator[2672:1162963] Sorry.

I didn't get that. What can I help you with?

2015-12-01 14:03:28.218 PetSimulator[2672:1162963]

>

?

2015-12-01 14:03:29.939 PetSimulator[2672:1162963] You can:

1. Adopt a pet
2. Buy pet food
3. Go home

2015-12-01 14:03:29.939 PetSimulator[2672:1162963]
>
2

2015-12-01 14:03:34.628 PetSimulator[2672:1162963] Food? Yum! What sort are you looking for? (Please type the number corresponding to your choice)

1. Fish (\$3)
2. Birdseed (\$1)
3. Cancel

2015-12-01 14:03:34.628 PetSimulator[2672:1162963]
>
2

2015-12-01 14:03:39.320 PetSimulator[2672:1162963] And how many packets are you interested in?

5

2015-12-01 14:03:41.511 PetSimulator[2672:1162963] Alright. That'll be \$5.

2015-12-01 14:03:41.511 PetSimulator[2672:1162963] (YOU HAVE PURCHASED 5 TINS OF FISH)

2015-12-01 14:03:41.512 PetSimulator[2672:1162963]
>
2

2015-12-01 14:03:45.255 PetSimulator[2672:1162963] Food? Yum! What sort are you looking for? (Please type the number corresponding to your choice)

1. Fish (\$3)
2. Birdseed (\$1)
3. Cancel

2015-12-01 14:03:45.256 PetSimulator[2672:1162963]
>
1

2015-12-01 14:03:46.687 PetSimulator[2672:1162963] And how many tins are you interested in?

5

2015-12-01 14:03:48.295 PetSimulator[2672:1162963] Alright. That'll be \$15.

2015-12-01 14:03:48.296 PetSimulator[2672:1162963] (YOU HAVE PURCHASED 5 TINS OF FISH)

2015-12-01 14:03:48.296 PetSimulator[2672:1162963]
>
1

2015-12-01 14:03:50.838 PetSimulator[2672:1162963] Wonderful! What sort of pet would you like to buy? (Please type the number corresponding to your choice)

1. Buy a cat (\$150)

```
2. Buy a piranha ($200)
3. Buy a parrot ($225)
4. Cancel
2015-12-01 14:03:50.838 PetSimulator[2672:1162963]
>
1
2015-12-01 14:03:53.335 PetSimulator[2672:1162963]
Wonderful! What would you like to name your new kitty?
2015-12-01 14:03:53.335 PetSimulator[2672:1162963]
>
Kitty
2015-12-01 14:03:55.928 PetSimulator[2672:1162963] Kitty?
What a cute name!
2015-12-01 14:03:55.928 PetSimulator[2672:1162963] (YOU
HAVE ADOPTED A NEW CAT)
2015-12-01 14:03:55.928 PetSimulator[2672:1162963]
>
2
2015-12-01 14:03:59.855 PetSimulator[2672:1162963] Food?
Yum! What sort are you looking for? (Please type the
number corresponding to your choice)
1. Fish ($3)
2. Birdseed ($1)
3. Cancel
2015-12-01 14:03:59.855 PetSimulator[2672:1162963]
>
3
2015-12-01 14:04:05.632 PetSimulator[2672:1162963]
Alright. Is there anything else I can do for you today?
2015-12-01 14:04:05.632 PetSimulator[2672:1162963]
>
?
2015-12-01 14:04:09.687 PetSimulator[2672:1162963] You
can:
1. Adopt a pet
2. Buy pet food
3. Go home
2015-12-01 14:04:09.687 PetSimulator[2672:1162963]
>
1
2015-12-01 14:04:11.439 PetSimulator[2672:1162963]
Wonderful! What sort of pet would you like to buy?
(Please type the number corresponding to your choice)
1. Buy a cat ($150)
2. Buy a piranha ($200)
3. Buy a parrot ($225)
4. Cancel
2015-12-01 14:04:11.439 PetSimulator[2672:1162963]
>
```

```
2
2015-12-01 14:04:15.262 PetSimulator[2672:1162963]
Wonderful! What would you like to name your new piranha?
2015-12-01 14:04:15.263 PetSimulator[2672:1162963]
>
Pirry
2015-12-01 14:04:16.895 PetSimulator[2672:1162963] Pirry?
What a cool name!
2015-12-01 14:04:16.895 PetSimulator[2672:1162963] (YOU
HAVE ADOPTED A NEW PIRANHA)
2015-12-01 14:04:16.896 PetSimulator[2672:1162963]
>
?
2015-12-01 14:04:20.199 PetSimulator[2672:1162963] You
can:
1. Adopt a pet
2. Buy pet food
3. Go home
2015-12-01 14:04:20.199 PetSimulator[2672:1162963]
>
3
2015-12-01 14:04:21.616 PetSimulator[2672:1162963]
Alright. See you soon. Have a nice day!
2015-12-01 14:04:21.616 PetSimulator[2672:1162963]
Welcome home!
What would you like to do? (Enter ? for options)
2015-12-01 14:04:21.616 PetSimulator[2672:1162963]
>
?
2015-12-01 14:04:23.871 PetSimulator[2672:1162963] You
can:
1. Feed a pet
2. Play with a pet
3. Employ a pet
4. Check a pet's stats
5. Go to the store
6. Check inventory
7. Quit game
2015-12-01 14:04:23.871 PetSimulator[2672:1162963]
>
4
2015-12-01 14:04:25.959 PetSimulator[2672:1162963] 1.
Pirry
2015-12-01 14:04:25.959 PetSimulator[2672:1162963]
Pirry's Stats...
Age: 1 days old
Happiness: 100/100
Hunger: 90/100
```

2015-12-01 14:04:25.959 PetSimulator[2672:1162963] 2.
Perry

2015-12-01 14:04:25.960 PetSimulator[2672:1162963]

Perry's Stats...

Age: 4 days old

Happiness: 80/100

Hunger: 40/100

2015-12-01 14:04:25.960 PetSimulator[2672:1162963] 3.

Kitty

2015-12-01 14:04:25.960 PetSimulator[2672:1162963]

Kitty's Stats...

Age: 2 days old

Happiness: 100/100

Hunger: 80/100

2015-12-01 14:04:25.960 PetSimulator[2672:1162963]

>

?

2015-12-01 14:04:40.285 PetSimulator[2672:1162963] You
can:

1. Feed a pet

2. Play with a pet

3. Employ a pet

4. Check a pet's stats

5. Go to the store

6. Check inventory

7. Quit game

2015-12-01 14:04:40.285 PetSimulator[2672:1162963]

>

1

2015-12-01 14:04:41.806 PetSimulator[2672:1162963] Which
pet would you like to feed? Please type its name.

2015-12-01 14:04:41.807 PetSimulator[2672:1162963] 1.

Pirry

2015-12-01 14:04:41.807 PetSimulator[2672:1162963] 2.

Perry

2015-12-01 14:04:41.807 PetSimulator[2672:1162963] 3.

Kitty

2015-12-01 14:04:41.807 PetSimulator[2672:1162963]

>

Pirry

2015-12-01 14:04:44.183 PetSimulator[2672:1162963] Fed
pet.

2015-12-01 14:04:44.184 PetSimulator[2672:1162963]

>

1

2015-12-01 14:04:45.614 PetSimulator[2672:1162963] Which

pet would you like to feed? Please type its name.
2015-12-01 14:04:45.615 PetSimulator[2672:1162963] 1.
Pirry
2015-12-01 14:04:45.615 PetSimulator[2672:1162963] 2.
Perry
2015-12-01 14:04:45.615 PetSimulator[2672:1162963] 3.
Kitty
2015-12-01 14:04:45.615 PetSimulator[2672:1162963]
>
Perry
2015-12-01 14:04:47.368 PetSimulator[2672:1162963] Fed
pet.
2015-12-01 14:04:47.368 PetSimulator[2672:1162963]
>
1
2015-12-01 14:04:48.632 PetSimulator[2672:1162963] Which
pet would you like to feed? Please type its name.
2015-12-01 14:04:48.632 PetSimulator[2672:1162963] 1.
Pirry
2015-12-01 14:04:48.632 PetSimulator[2672:1162963] 2.
Perry
2015-12-01 14:04:48.633 PetSimulator[2672:1162963] 3.
Kitty
2015-12-01 14:04:48.633 PetSimulator[2672:1162963]
>
Kitty
2015-12-01 14:04:49.983 PetSimulator[2672:1162963] Fed
pet.
2015-12-01 14:04:49.983 PetSimulator[2672:1162963]
>
4
2015-12-01 14:04:52.560 PetSimulator[2672:1162963] 1.
Pirry
2015-12-01 14:04:52.560 PetSimulator[2672:1162963]
Pirry's Stats...
Age: 2 days old
Happiness: 100/100
Hunger: 90/100

2015-12-01 14:04:52.560 PetSimulator[2672:1162963] 2.
Perry
2015-12-01 14:04:52.560 PetSimulator[2672:1162963]
Perry's Stats...
Age: 5 days old
Happiness: 80/100
Hunger: 80/100

2015-12-01 14:04:52.560 PetSimulator[2672:1162963] 3.

Kitty
2015-12-01 14:04:52.561 PetSimulator[2672:1162963]
Kitty's Stats...
Age: 3 days old
Happiness: 100/100
Hunger: 100/100

2015-12-01 14:04:52.561 PetSimulator[2672:1162963]

>

1

2015-12-01 14:05:04.200 PetSimulator[2672:1162963] Which
pet would you like to feed? Please type its name.

2015-12-01 14:05:04.200 PetSimulator[2672:1162963] 1.

Pirry

2015-12-01 14:05:04.201 PetSimulator[2672:1162963] 2.

Perry

2015-12-01 14:05:04.201 PetSimulator[2672:1162963] 3.

Kitty

2015-12-01 14:05:04.201 PetSimulator[2672:1162963]

>

Pirry

2015-12-01 14:05:06.254 PetSimulator[2672:1162963] Fed
pet.

2015-12-01 14:05:06.254 PetSimulator[2672:1162963]

>

1

2015-12-01 14:05:07.670 PetSimulator[2672:1162963] Which
pet would you like to feed? Please type its name.

2015-12-01 14:05:07.670 PetSimulator[2672:1162963] 1.

Pirry

2015-12-01 14:05:07.670 PetSimulator[2672:1162963] 2.

Perry

2015-12-01 14:05:07.671 PetSimulator[2672:1162963] 3.

Kitty

2015-12-01 14:05:07.671 PetSimulator[2672:1162963]

>

jkdl;sa

2015-12-01 14:05:08.751 PetSimulator[2672:1162963]

>

?

2015-12-01 14:05:13.788 PetSimulator[2672:1162963] You
can:

1. Feed a pet
2. Play with a pet
3. Employ a pet
4. Check a pet's stats
5. Go to the store
6. Check inventory
7. Quit game

2015-12-01 14:05:13.788 PetSimulator[2672:1162963]
>
1
2015-12-01 14:05:19.730 PetSimulator[2672:1162963] Which
pet would you like to feed? Please type its name.
2015-12-01 14:05:19.730 PetSimulator[2672:1162963] 1.
Pirry
2015-12-01 14:05:19.731 PetSimulator[2672:1162963] 2.
Perry
2015-12-01 14:05:19.731 PetSimulator[2672:1162963] 3.
Kitty
2015-12-01 14:05:19.731 PetSimulator[2672:1162963]
>
Perry
2015-12-01 14:05:21.195 PetSimulator[2672:1162963] Fed
pet.
2015-12-01 14:05:21.195 PetSimulator[2672:1162963]
>
1
2015-12-01 14:05:25.182 PetSimulator[2672:1162963] Which
pet would you like to feed? Please type its name.
2015-12-01 14:05:25.182 PetSimulator[2672:1162963] 1.
Pirry
2015-12-01 14:05:25.182 PetSimulator[2672:1162963] 2.
Perry
2015-12-01 14:05:25.182 PetSimulator[2672:1162963] 3.
Kitty
2015-12-01 14:05:25.183 PetSimulator[2672:1162963]
>
Kitty
2015-12-01 14:05:26.423 PetSimulator[2672:1162963] Fed
pet.
2015-12-01 14:05:26.423 PetSimulator[2672:1162963]
>
4
2015-12-01 14:05:27.359 PetSimulator[2672:1162963] 1.
Pirry
2015-12-01 14:05:27.359 PetSimulator[2672:1162963]
Pirry's Stats...
Age: 3 days old
Happiness: 100/100
Hunger: 90/100

2015-12-01 14:05:27.359 PetSimulator[2672:1162963] 2.
Perry
2015-12-01 14:05:27.360 PetSimulator[2672:1162963]
Perry's Stats...
Age: 6 days old
Happiness: 80/100

Hunger: 100/100

2015-12-01 14:05:27.360 PetSimulator[2672:1162963] 3.

Kitty

2015-12-01 14:05:27.360 PetSimulator[2672:1162963]

Kitty's Stats...

Age: 4 days old

Happiness: 100/100

Hunger: 100/100

2015-12-01 14:05:27.360 PetSimulator[2672:1162963]

>

?

2015-12-01 14:05:35.862 PetSimulator[2672:1162963] You can:

- 1. Feed a pet**
- 2. Play with a pet**
- 3. Employ a pet**
- 4. Check a pet's stats**
- 5. Go to the store**
- 6. Check inventory**
- 7. Quit game**

2015-12-01 14:05:35.863 PetSimulator[2672:1162963]

>

3

2015-12-01 14:05:38.047 PetSimulator[2672:1162963] Which pet would you like to put to work? Please type its name.

2015-12-01 14:05:38.047 PetSimulator[2672:1162963] 1.

Pirry

2015-12-01 14:05:38.047 PetSimulator[2672:1162963] 2.

Perry

2015-12-01 14:05:38.048 PetSimulator[2672:1162963] 3.

Kitty

2015-12-01 14:05:38.048 PetSimulator[2672:1162963]

>

Pirry

2015-12-01 14:05:51.139 PetSimulator[2672:1162963]

BUBBLE, BUBBLE! Pirry is working hard to make you money.

2015-12-01 14:05:51.139 PetSimulator[2672:1162963]

>

3

2015-12-01 14:05:53.977 PetSimulator[2672:1162963] Which pet would you like to put to work? Please type its name.

2015-12-01 14:05:53.977 PetSimulator[2672:1162963] 1.

Pirry

2015-12-01 14:05:53.977 PetSimulator[2672:1162963] 2.

Perry

2015-12-01 14:05:53.977 PetSimulator[2672:1162963] 3.

Kitty
2015-12-01 14:05:53.977 PetSimulator[2672:1162963]
>
Pirry
2015-12-01 14:05:55.270 PetSimulator[2672:1162963]
BUBBLE, BUBBLE! Pirry is working hard to make you money.
2015-12-01 14:05:55.271 PetSimulator[2672:1162963]
>
3
2015-12-01 14:05:56.591 PetSimulator[2672:1162963] Which
pet would you like to put to work? Please type its name.
2015-12-01 14:05:56.591 PetSimulator[2672:1162963] 1.
Pirry
2015-12-01 14:05:56.591 PetSimulator[2672:1162963] 2.
Perry
2015-12-01 14:05:56.591 PetSimulator[2672:1162963] 3.
Kitty
2015-12-01 14:05:56.592 PetSimulator[2672:1162963]
>
Pirry
2015-12-01 14:05:57.855 PetSimulator[2672:1162963]
BUBBLE, BUBBLE! Pirry is working hard to make you money.
2015-12-01 14:05:57.855 PetSimulator[2672:1162963]
>
?
2015-12-01 14:06:01.703 PetSimulator[2672:1162963] You
can:
1. Feed a pet
2. Play with a pet
3. Employ a pet
4. Check a pet's stats
5. Go to the store
6. Check inventory
7. Quit game
2015-12-01 14:06:01.703 PetSimulator[2672:1162963]
>
6
2015-12-01 14:06:03.374 PetSimulator[2672:1162963]
Wallet: \$100
2015-12-01 14:06:03.375 PetSimulator[2672:1162963] Fish -
1
2015-12-01 14:06:03.375 PetSimulator[2672:1162963]
Birdseed - 3
2015-12-01 14:06:03.375 PetSimulator[2672:1162963]
>
1
2015-12-01 14:06:14.022 PetSimulator[2672:1162963] Which
pet would you like to feed? Please type its name.
2015-12-01 14:06:14.022 PetSimulator[2672:1162963] 1.
Pirry

2015-12-01 14:06:14.023 PetSimulator[2672:1162963] 2.
Perry

2015-12-01 14:06:14.023 PetSimulator[2672:1162963] 3.
Kitty

2015-12-01 14:06:14.023 PetSimulator[2672:1162963]
>

Pirry

2015-12-01 14:06:15.807 PetSimulator[2672:1162963] Fed
pet.

2015-12-01 14:06:15.808 PetSimulator[2672:1162963]
>

4

2015-12-01 14:06:17.713 PetSimulator[2672:1162963] 1.
Pirry

2015-12-01 14:06:17.713 PetSimulator[2672:1162963]
Pirry's Stats...

Age: 5 days old

Happiness: 40/100

Hunger: 60/100

2015-12-01 14:06:17.714 PetSimulator[2672:1162963] 2.
Perry

2015-12-01 14:06:17.714 PetSimulator[2672:1162963]
Perry's Stats...

Age: 8 days old

Happiness: 80/100

Hunger: 80/100

2015-12-01 14:06:17.714 PetSimulator[2672:1162963] 3.
Kitty

2015-12-01 14:06:17.714 PetSimulator[2672:1162963]
Kitty's Stats...

Age: 6 days old

Happiness: 100/100

Hunger: 80/100

2015-12-01 14:06:17.714 PetSimulator[2672:1162963]
>

3

2015-12-01 14:06:22.364 PetSimulator[2672:1162963] Which
pet would you like to put to work? Please type its name.

2015-12-01 14:06:22.364 PetSimulator[2672:1162963] 1.
Pirry

2015-12-01 14:06:22.365 PetSimulator[2672:1162963] 2.
Perry

2015-12-01 14:06:22.365 PetSimulator[2672:1162963] 3.
Kitty

```
2015-12-01 14:06:22.365 PetSimulator[2672:1162963]
>
Pirry
2015-12-01 14:06:23.528 PetSimulator[2672:1162963]
BUBBLE, BUBBLE! Pirry is working hard to make you money.
2015-12-01 14:06:23.528 PetSimulator[2672:1162963]
>
4
2015-12-01 14:06:26.014 PetSimulator[2672:1162963] 1.
Pirry
2015-12-01 14:06:26.014 PetSimulator[2672:1162963]
Pirry's Stats...
Age: 5 days old
Happiness: 20/100
Hunger: 40/100

2015-12-01 14:06:26.015 PetSimulator[2672:1162963] 2.
Perry
2015-12-01 14:06:26.015 PetSimulator[2672:1162963]
Perry's Stats...
Age: 8 days old
Happiness: 80/100
Hunger: 80/100

2015-12-01 14:06:26.015 PetSimulator[2672:1162963] 3.
Kitty
2015-12-01 14:06:26.015 PetSimulator[2672:1162963]
Kitty's Stats...
Age: 6 days old
Happiness: 100/100
Hunger: 80/100

2015-12-01 14:06:26.015 PetSimulator[2672:1162963]
>
3
2015-12-01 14:06:30.507 PetSimulator[2672:1162963] Which
pet would you like to put to work? Please type its name.
2015-12-01 14:06:30.507 PetSimulator[2672:1162963] 1.
Pirry
2015-12-01 14:06:30.508 PetSimulator[2672:1162963] 2.
Perry
2015-12-01 14:06:30.508 PetSimulator[2672:1162963] 3.
Kitty
2015-12-01 14:06:30.508 PetSimulator[2672:1162963]
>
Pirry
2015-12-01 14:06:31.672 PetSimulator[2672:1162963]
```

BUBBLE, BUBBLE! Pirry is working hard to make you money.
2015-12-01 14:06:31.672 PetSimulator[2672:1162963] Oh no!
Pirry has died of neglect!

2015-12-01 14:06:31.673 PetSimulator[2672:1162963] Pirry
is dead. Removing from list of pets.

2015-12-01 14:10:27.925 PetSimulator[2698:1165127]

>

5

2015-12-01 14:10:44.402 PetSimulator[2698:1165127] Bye!
Your pets will be waiting for you when you get back...

2015-12-01 14:10:44.403 PetSimulator[2698:1165127]

(YOU GO TO THE STORE)

2015-12-01 14:10:44.403 PetSimulator[2698:1165127] Hey
there, Maryam, welcome to the Pet Simulator Pet Store!
What would you like to do? (Enter ? for options)

2015-12-01 14:10:44.404 PetSimulator[2698:1165127]

>

2

2015-12-01 14:10:47.495 PetSimulator[2698:1165127] Food?
Yum! What sort are you looking for? (Please type the
number corresponding to your choice)

1. Fish (\$3)

2. Birdseed (\$1)

3. Cancel

2015-12-01 14:10:47.495 PetSimulator[2698:1165127]

>

1

2015-12-01 14:10:50.695 PetSimulator[2698:1165127] And
how many tins are you interested in?

10

2015-12-01 14:10:52.612 PetSimulator[2698:1165127]

Alright. That'll be \$30.

2015-12-01 14:10:52.612 PetSimulator[2698:1165127] (YOU
HAVE PURCHASED 10 TINS OF FISH)

2015-12-01 14:10:52.612 PetSimulator[2698:1165127]

>

1

2015-12-01 14:11:02.753 PetSimulator[2698:1165127]
Wonderful! What sort of pet would you like to buy?
(Please type the number corresponding to your choice)

1. Buy a cat (\$150)

2. Buy a piranha (\$200)

3. Buy a parrot (\$225)

4. Cancel

2015-12-01 14:11:02.753 PetSimulator[2698:1165127]

>

1

2015-12-01 14:11:05.077 PetSimulator[2698:1165127]

Wonderful! What would you like to name your new kitty?
2015-12-01 14:11:05.077 PetSimulator[2698:1165127]
>
Kitty
2015-12-01 14:11:07.215 PetSimulator[2698:1165127] Kitty?
What a cute name!
2015-12-01 14:11:07.215 PetSimulator[2698:1165127] (YOU
HAVE ADOPTED A NEW CAT)
2015-12-01 14:11:07.215 PetSimulator[2698:1165127]
>
3
2015-12-01 14:11:09.183 PetSimulator[2698:1165127]
Alright. See you soon. Have a nice day!
2015-12-01 14:11:09.183 PetSimulator[2698:1165127]
Welcome home!
What would you like to do? (Enter ? for options)
2015-12-01 14:11:09.184 PetSimulator[2698:1165127]
>
?
2015-12-01 14:11:12.198 PetSimulator[2698:1165127] You
can:
1. Feed a pet
2. Play with a pet
3. Employ a pet
4. Check a pet's stats
5. Go to the store
6. Check inventory
7. Quit game
2015-12-01 14:11:12.198 PetSimulator[2698:1165127]
>
1
2015-12-01 14:11:14.550 PetSimulator[2698:1165127] Which
pet would you like to feed? Please type its name.
2015-12-01 14:11:14.551 PetSimulator[2698:1165127] 1.
Perry
2015-12-01 14:11:14.551 PetSimulator[2698:1165127] 2.
Kitty
2015-12-01 14:11:14.551 PetSimulator[2698:1165127]
>
Kitty
2015-12-01 14:11:20.147 PetSimulator[2698:1165127] Fed
pet.
2015-12-01 14:11:20.148 PetSimulator[2698:1165127]
>
1
2015-12-01 14:11:21.405 PetSimulator[2698:1165127] Which
pet would you like to feed? Please type its name.
2015-12-01 14:11:21.406 PetSimulator[2698:1165127] 1.
Perry
2015-12-01 14:11:21.406 PetSimulator[2698:1165127] 2.

Kitty

2015-12-01 14:11:21.406 PetSimulator[2698:1165127]

>

Perry

2015-12-01 14:11:23.629 PetSimulator[2698:1165127] You don't have any food for Perry!

2015-12-01 14:11:23.629 PetSimulator[2698:1165127]

>

5

2015-12-01 14:11:34.568 PetSimulator[2698:1165127] Bye! Your pets will be waiting for you when you get back...

2015-12-01 14:11:34.568 PetSimulator[2698:1165127]

(YOU GO TO THE STORE)

2015-12-01 14:11:34.569 PetSimulator[2698:1165127] Hey there, Maryam, welcome to the Pet Simulator Pet Store! What would you like to do? (Enter ? for options)

2015-12-01 14:11:34.569 PetSimulator[2698:1165127]

>

2

2015-12-01 14:11:37.136 PetSimulator[2698:1165127] Food? Yum! What sort are you looking for? (Please type the number corresponding to your choice)

1. Fish (\$3)

2. Birdseed (\$1)

3. Cancel

2015-12-01 14:11:37.136 PetSimulator[2698:1165127]

>

2

2015-12-01 14:11:45.088 PetSimulator[2698:1165127] And how many packets are you interested in?

10

2015-12-01 14:11:47.200 PetSimulator[2698:1165127]

Alright. That'll be \$10.

2015-12-01 14:11:47.201 PetSimulator[2698:1165127] (YOU HAVE PURCHASED 10 TINS OF FISH)

2015-12-01 14:11:47.201 PetSimulator[2698:1165127]

>

3

2015-12-01 14:11:53.216 PetSimulator[2698:1165127] Alright. See you soon. Have a nice day!

2015-12-01 14:11:53.216 PetSimulator[2698:1165127]

Welcome home!

What would you like to do? (Enter ? for options)

2015-12-01 14:11:53.217 PetSimulator[2698:1165127]

>

?

2015-12-01 14:11:54.705 PetSimulator[2698:1165127] You can:

```
1. Feed a pet
2. Play with a pet
3. Employ a pet
4. Check a pet's stats
5. Go to the store
6. Check inventory
7. Quit game
2015-12-01 14:11:54.705 PetSimulator[2698:1165127]
>
1
2015-12-01 14:11:56.962 PetSimulator[2698:1165127] Which
pet would you like to feed? Please type its name.
2015-12-01 14:11:56.962 PetSimulator[2698:1165127] 1.
Perry
2015-12-01 14:11:56.962 PetSimulator[2698:1165127] 2.
Kitty
2015-12-01 14:11:56.962 PetSimulator[2698:1165127]
>
Perry
2015-12-01 14:12:00.051 PetSimulator[2698:1165127] Fed
pet.
2015-12-01 14:12:00.051 PetSimulator[2698:1165127]
>
3
2015-12-01 14:12:04.215 PetSimulator[2698:1165127] Which
pet would you like to put to work? Please type its name.
2015-12-01 14:12:04.215 PetSimulator[2698:1165127] 1.
Perry
2015-12-01 14:12:04.216 PetSimulator[2698:1165127] 2.
Kitty
2015-12-01 14:12:04.216 PetSimulator[2698:1165127]
>
Perry
2015-12-01 14:12:06.959 PetSimulator[2698:1165127]
SQUAWK! Perry is working hard to make you money.
2015-12-01 14:12:06.959 PetSimulator[2698:1165127]
>
3
2015-12-01 14:12:08.720 PetSimulator[2698:1165127] Which
pet would you like to put to work? Please type its name.
2015-12-01 14:12:08.721 PetSimulator[2698:1165127] 1.
Perry
2015-12-01 14:12:08.721 PetSimulator[2698:1165127] 2.
Kitty
2015-12-01 14:12:08.721 PetSimulator[2698:1165127]
>
Kitty
2015-12-01 14:12:09.958 PetSimulator[2698:1165127] MEOW!
Kitty is working hard to make you money.
2015-12-01 14:12:09.958 PetSimulator[2698:1165127]
```

```
>
3
2015-12-01 14:12:10.797 PetSimulator[2698:1165127] Which
pet would you like to put to work? Please type its name.
2015-12-01 14:12:10.797 PetSimulator[2698:1165127] 1.
Perry
2015-12-01 14:12:10.797 PetSimulator[2698:1165127] 2.
Kitty
2015-12-01 14:12:10.797 PetSimulator[2698:1165127]
>
Kitty
2015-12-01 14:12:11.922 PetSimulator[2698:1165127] MEOW!
Kitty is working hard to make you money.
2015-12-01 14:12:11.923 PetSimulator[2698:1165127]
>
?
2015-12-01 14:12:18.673 PetSimulator[2698:1165127] You
can:
1. Feed a pet
2. Play with a pet
3. Employ a pet
4. Check a pet's stats
5. Go to the store
6. Check inventory
7. Quit game
2015-12-01 14:12:18.673 PetSimulator[2698:1165127]
>
6
2015-12-01 14:12:23.357 PetSimulator[2698:1165127]
Wallet: $275
2015-12-01 14:12:23.357 PetSimulator[2698:1165127] Fish -
9
2015-12-01 14:12:23.358 PetSimulator[2698:1165127]
Birdseed - 9
2015-12-01 14:12:23.358 PetSimulator[2698:1165127]
>
7
2015-12-01 14:12:28.499 PetSimulator[2698:1165127]
Goodbye!
```