

Tomogotchi

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Sprint 2 Presentation
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What is Tomogotchi?

- A nostalgic web browser game that combines the classic toy *Tamagotchi* with more modern messaging and customization features.
- Users raise and hatch a virtual pet
- Interact with friends and their pets
- Visit houses and leave messages for your friends

Original Goals for Sprint 2

1. Implement initializing and saving player data on first log in
2. Implement loading Items database on startup
3. Implement displaying content from databases including:
 - Furniture
 - Shop Items
 - Friend List
 - Messages

4. Implement interactions with content using websockets:

- Buy shop items
- Friend Request Sending
- Friend Request Accepting
- Sending & receiving Messages for multiple people
- Random Sprite Spawn in Home

Actually Completed

Everything except: Random Sprite Spawn in Home

Progress and Blockers

- WebSockets learning curve.
 - Only briefly mentioned in lectures, but example code was helpful
 - Multiple users currently listening to the same socket.
- Unifying code style.
 - Many implementations for a task. Potentially in different places.
- Privacy Risk with OAuth and usernames (real names)

Goals for Next Sprint

- Implement editing furniture functionality for house
- Integrate name change functionality for player (& display in game name - not email name)
- Implement random sprite spawn in house
- Implement feeding your tamagotchi
- Implement currency-earning system
- Implement increasing & decreasing mood & hunger bars
- Polish
- Adding security features
- Deploying to cloud

DEMO TIME!