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Pet Project UML

Class: Program
Bool loop;
Main()

Class: Game
<pre>public static int Pet_Choice; public static string Pet_Name; public static string Pet_Color; public static string Pets_Fav_Food; public static int Pet_Size; public static string[] Player_Pet_Choice = new string[] { "Dog", "Cat", "Bird" }; public static string[] Player_Pet_Size = new string[] { "Small", "Medium", "Large" }; public static string Petter = Player_Pet_Choice[Pet_Choice]; public static string Petter_Size = Player_Pet_Size[Pet_Size];</pre>
<pre>Start() CreatePet()</pre>

Class: Pet

Int age;
Int skill level;

Skills learned;
items_aquired;

Class: Player

public static int score;
public static int currency;
public static bool obtained_Extendo_Arm;
public static bool obtained_Robot_Feeder;
public static bool obtained_PetInternet;
public static bool has_PlayerPatPet;
public static bool has_PlayerFedPet;
public static bool has_GivenTreats;
public static bool is_spoiled;
static int spoiled;

PetReset()
FeedPet()
PlayPet()
PatPet()
GivePetTreat()
Calculate_Score()
BoolReset()

Class: Time

Int day_number;
Int Total_days;

YearCheck()
TotalDay()
New_Day()

Class: Item

Int treats;

Check_inventory()
Item_Functions()

Class: Store

Int Toy_Cost
Int Treat_Cost;
Int NumberofTreats;
Int StoreChoice;

Buy_Item()