

Virtual Pet Model Class Diagrams

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Class diagrams for the model for a virtual pet.

The virtual pet exhibits different needs based on its life stage where upon user interaction, the needs increase at different rates, and over time, the needs decrease at different rates. The mood and health of a pet is monitored, where the mood changes whenever any of its needs gets too low, and the health deteriorates if needs reach low levels, where the pet becomes sick and ultimately dies if its needs reach 0. As time progresses and needs are being met, the virtual pet grows into new life stages. A game timer is implemented to keep track of time and to schedule the timed decrease of needs.

