

# Team Project – “The Game”

Course taught by: Watanabe Takuo

---

## Team details

Team name: “Team name”

Roster:

- Aoukar Tarek - Software engineer (Web), UI design
- Kyrylchuk Oleksii - Project manager, Software engineer (State machine, web requests)
- Wang Biyuan - Software engineer (State machine, Wi-Fi connection)
- Xu Ruopeng - Art director, Software engineer (Name generation)

## Project summary

### Summary

We have developed our version of the popular game “Tamagotchi”. In our version, you have your own pet, Spooky, that you can care for by feeding it, playing with it or letting him go to sleep. It’s a very high-stakes game, since if you aren’t careful enough your Spooky might die! But, on the other hand, if you are mindful of your actions and you care for it properly, you can win the game by turning your Spider-man into a Spider-angel!

### Technical achievements

- Designed and implemented a state machine for the game
- Implemented button press handlers that change the state of the game
- Used multithreading to update the score, show the animations and handle button presses simultaneously

- Created pixel art Spiderman animations
- Wrote a website for viewing the scores
- Implemented submission of your score to an online leaderboard
- Temperature detection that influences the game state