

# Java Project

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For my Java project, I decided to do a project that is based on a Tamagotchi game. For the project I'm using 4 separate files.

- The Tamagotchi main driver file
- a Pet file for the methods
- an Eat class file
- isEating interface file

This is a console only project.

The main file is where all the methods are compiled and run. There is an intro sequence in which the player can choose to name the pet. This will then be stored and called whenever it is mentioned.

The main class imports the Scanner, as it will scan for the values of certain variables, mainly the pet's happiness, hunger/fullness, cleanliness and energy. If the pet's hunger values reaches 0, the pet will then die and there will be a game-over.

There are quite a few things the player can do to ensure that the Tamagotchi pet stays alive and well.

```
What would you like to do with a
```

```
1: Eat  
2: Bath  
3: Sleep  
4: Give Medicine  
5: Play  
6: Check Status  
0: Exit
```

## **Eat Method**

When the user types 1 In the console, the program will go to the Eat option in which will bring out two options.

```

1
Which type treats do you want to give it?
1. Premium
2. Bestbuy
1
|-----
It loved the food
Fullness = 50.0
It ate high quality food
-----

```

This method includes polymorphism and uses an interface for one of the options.

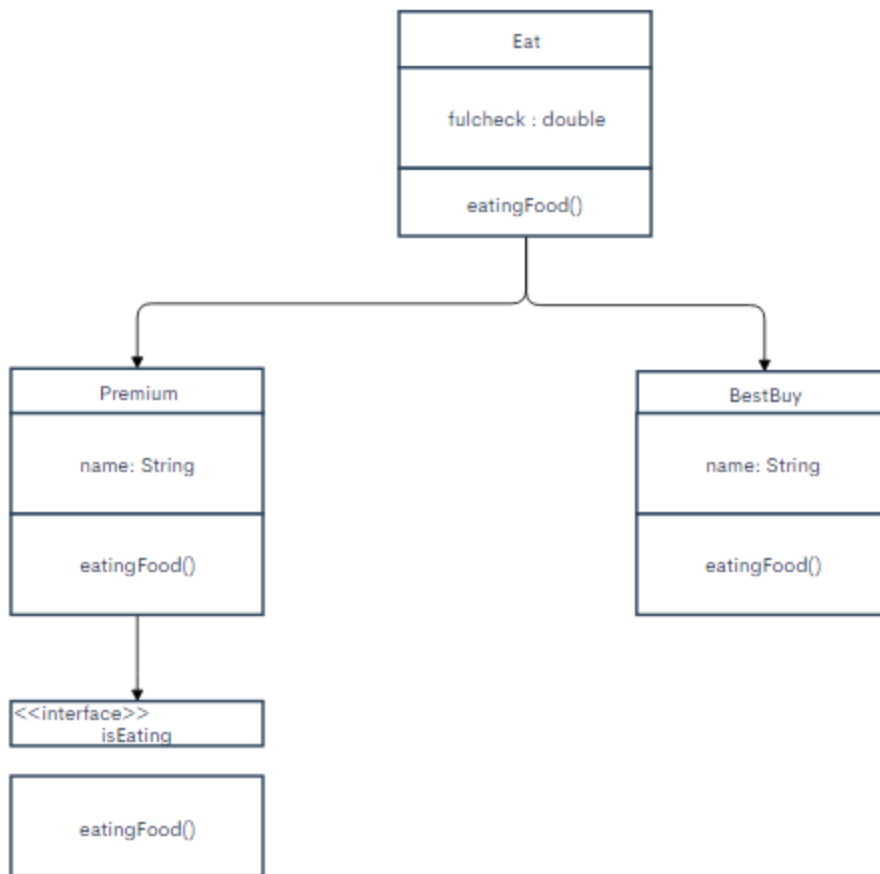
```

class Premium extends Eat implements isEating {
    //inheriting from Eat class, using interface isEating
    public void eatingFood() {
        System.out.println("It ate high quality food");
        System.out.println("-----");
        //polymorphism to declare which type of food it ate
    }
}
class BestBuy extends Eat {
    //inheriting from Eat class
    public void eatingFood() {
        System.out.println("It ate subpar quality food.");
        System.out.println("-----");
        //polymorphism to declare which type of food it ate
    }
}

public interface isEating {
    public void eatingFood();
}

```

After this, the user is prompted to go back to the menu if they want to do anything else.



## Bath Method

If the user finds that their pet is dirty, this will give them the option of cleaning their pet. Dirtiness inhibits the pet to sleep properly and can potentially get sick, so it is essential to keep the pet clean.

## Sleep Method

The Tamagotchi pet can expend its energy if you keep it awake or play with it too much. Therefore, you must let it rest so it may regain some energy. Upon entering this option, you are prompted to specify how many hours you would like for the pet to sleep, but be careful, sleeping for too long may cause the pet to die and thus result in a game over. This works as the longer you sleep, the more your hunger depletes, thus a game over may happen when it reaches zero

```

How many minutes do you want Adam to sleep
3478686
|-----
Adam had a good nap
-----
You are Hungry, Eat Some food!!!!
You died of starvation
Game Over thanks for playing

```

## Give Medicine Method

If the Tamagotchi pet happens to have the sick status. You may use this method in order to cure it. It will ask the user how many pills you would like to give to the pet so that it would not stay sick.

```

+
Enter doses in multiplex of 5 to a max of 20
5
|-----
You gave Adam his medicine
-----

```

## Play Method

Your pet may lose happiness value if it goes for a long time without play. So just like any pet, you must play with it so that it stays happy. But playing is also exhausting and will expend hunger, so be careful.

```

>
How many minutes do you want Adam to play
96945698567756
|-----
You play with Adam for a bit
-----
You died of starvation
_ _ _ _ _

```

## Check Status Method

This Method is used to check for all the statuses that your pet may have, may it be their happiness, hunger, cleanliness and if they are sick or not. This will help to inform you on what your pet might need.

```

o
|-----
Fullness = 50.0
Happiness = 50.0
Energy = 5.0
Health = 50.0
Clean/Dirty = Dirty
-----

```

The goal of the game is to make your pet survive for as long as possible and to keep it healthy and happy. Good luck

Video Demonstration: <https://www.youtube.com/watch?v=XKfijyQijp4>

Github link: <https://github.com/patrickhyena/javaproject>

#### Resources

- <https://www.youtube.com/watch?v=9OIJr5EfQo> for inspiration
- Stackoverflow for errors and troubleshooting
- <https://www.w3schools.com> for further help on coding