Dog Walk Documentation

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Game Summary

Play as a dog trying to find their leash to go on a walk! Explore the house and engage with the your surroundings to gain Dog Treats or Bad Dog Points.

Characters: The Dog (you) and your owner

Items: Dog treats and Bad Dog points

UML Diagrams

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | Game | | Name: string | | StartGame()  NameCharacter()  RoomChoice1() | | |  | | --- | | Dog | | PlayerName: String  DogTreats: int  BadDog: int | | Dog()  Dog(string n) | |
| |  | | --- | | House | |  | | Kitchen()  Bathroom()  Bedroom()  LivingRoom()  UhOh()  Zzz()  Zzz2()  Hamper()  Dresser()  End() |  |  | | --- | | Fun | |  | | MaybeDogTreat()  RedBull()  CouchChange() | | |  | | --- | | Menu | | Prompt: string  Choice: string  Chosen: int | | Play()  Credits()  Exit() |  |  | | --- | | Program | |  | | Main() | |

Game Outline

Diagram

Description automatically generated

Game Variables

Dog treats: Dog treats are a type of point the player can get after doing positive things. These impact the game by changing which ending you get based on the amount at the end

Bad Dog Points: These are another type of point your dog gets after doing negative things. The amount you collect throughout the game impacts which game ending you get.

Character Name: The character name also can affect gameplay by adding points depending on the name you choose

Inheritance, Polymorphism, and Encapsulation

Inheritance: inheritance is the process in which a child class inherits properties from a parent class. I used this in my game since every class inherits from the object class.

Polymorphism: Polymorphism is when you have many objects connected by their inheritance. I use this in my game by having a dog method as well as a dog(string n) method.

Encapsulation: Encapsulation prevents access to certain elements of a code by making them private and allows code to be seen by making it public. I used this in my code within my menu item by keeping the Menu display method private so it can only be called within that class.