

Final Project Proposal

Team Members

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Concept

Real-time pet simulation where the user acts as the caretaker for a cat. User must feed, play with, and monitor the cat in order prevent it from dying.

The Game starts with a main window, where the user can start a new game, load a existing game or quit the game. → 3 buttons

A new game starts with designing a cat by assigning it a name and choosing its color scheme. The game then loads in any existing game data by reading in a text file containing save data.

The cat walking around the room and has different statistics such as hungry and energy, which determine whether the cat is hungry, playful, tired, ill, etc. Lack of care leads to death of the cat.

A clock exists in the top corner of the screen, which contributes to when to feed the cat or when it decides to sleep, play, eat, etc.

Every state is visualized.

