

Maintenance Description

1 Subjective changes in code style

- Made the program more object-oriented. For example, the `feed()` method of class `Pet` now takes `Food` (this class was newly implemented) as an argument instead of a `String`.
- Changed field names to be more accurate and removed underscores at the end of fields.
- Removed unnecessary getters and setters.
- Applied Inheritance more strictly (Class `Dog` had field “String type” which was default initialized to “dog”)

2 Framework changes

- We tried to use [picoCLI](#) but decided against it in the end.
- Chose to use [Serialization](#) in order to save the pet between game sessions

3 Changes that extend functionality

- **Improved feature:** The “play” activity has been extended. It now prompts the user to choose a direction in which to throw the toy. Depending on whether the toy was thrown in the right direction, the pet will be happy or not.
- **New feature:** The pet can now sleep. When sleeping, it cannot take part in any other activities. It will get a little hungry but less bored after it has slept.