CECS 174 - Assignment 15

Virtual Pet – Part II

Create a program that uses the Pet class that you were given. **DO NOT CHANGE IT!**

Have the user enter a name for their pet, and then randomly assign a gender for it.

Display the pet's attribute levels to the user. You can display them as specific values, as a bar graph, or however you would like.

Display a menu to the user that allows them to choose from the different possible functions that are provided by the Pet class. If some of the functions are similar, you might want to make a sub-menu. For instance, Brushing, Squirting, and Giving your Dog a Bath, might all be under the category of Cleaning.

Add creative functionality that gives a purpose to the pet: maybe if your pet's happiness level gets too low, it runs away and the game ends. Or, maybe you assign the user some hit-points, and when the pet gets scared or angry, it tends to hurt the player, and maybe the game ends when the user runs out of hit-points and dies. Or, maybe every 10 turns, the pet gets older and at some point gets old and dies. Be creative, make up something fun.

Add some randomness to your program. Maybe there's a random chance that when the user goes to give their cat a bath, the cat runs and hides under the bed. Or, when the user goes to feed their dragon a snack, it bites off their hand.

Add functionality that happens when attribute levels get too high or too low. For example, maybe the pet has a chance to get fleas if its cleanliness level gets too low.

Use the pet's gender for pronoun usage when describing the outcome of events. You may also want to create ascii drawings to display pictures of the pet. Add anything else you can think of to make your virtual pet awesome. Check all user inputs for validity.

Keep a list of notes about any problems that you ran across while using the pet class that you were given, and how you worked around those problems.

Example Output:

```
Virtual Cat
         _
      //        /\/\
      ||       /  ..\
       \\_____\ >_Y/<
         \         \
          l  \_|  ||
          | / /| //
          \_)_)\_))
What do you want to name your cat? Fluffy
Your cat's name is now Fluffy.
```

```
Your HPs: 25
Happy:   +-----     +
Hungry:  +--        +
Sleepy:  +--        +
Stinky:  +          +

Virtual Cat
------------
1. Clean your cat
2. Pet your cat
3. Feed your cat
4. Play with your cat
5. Quit
2
You pet Fluffy. She purrs happily.

Your HPs: 25
Happy:   +-------   +
Hungry:  +---       +
Sleepy:  +----      +
Stinky:  +          +

Virtual Cat
------------
1. Clean your cat
2. Pet your cat
3. Feed your cat
4. Play with your cat
5. Quit
3

Feed
----
1. Feed your cat dry food
2. Feed your cat tuna
3. Feed your cat kitty treats
4. Back
2
```

```
You feed Fluffy some tuna.  Omm nom
nom.

Your HPs: 25
Happy:   +--------- +
Hungry:  +          +
Sleepy:  +------    +
Stinky:  +---       +

Virtual Cat
------------
1. Clean your cat
2. Pet your cat
3. Feed your cat
4. Play with your cat
5. Quit
2
Fluffy flips out and scratches you.
You shouldn't touch her belly.
You lose 7 hp

Fluffy yawns and stretches out her
claws.

Your HPs: 18
Happy:   +------    +
Hungry:  +-         +
Sleepy:  +-------   +
Stinky:  +----      +

Virtual Cat
------------
1. Clean your cat
2. Pet your cat
3. Feed your cat
4. Play with your cat
5. Quit
```