ACT #47 Pet Game

New Attempt

SOFT DEADLINE: 12/13/2023 4:25 PM

HARD DEADLINE: 12/13/2023 4:30 PM

Candy, the Sheep!

Hunger

Exercise

Sleep

🍔 🏋 😴

Last Activity:

0:00 / 0:19
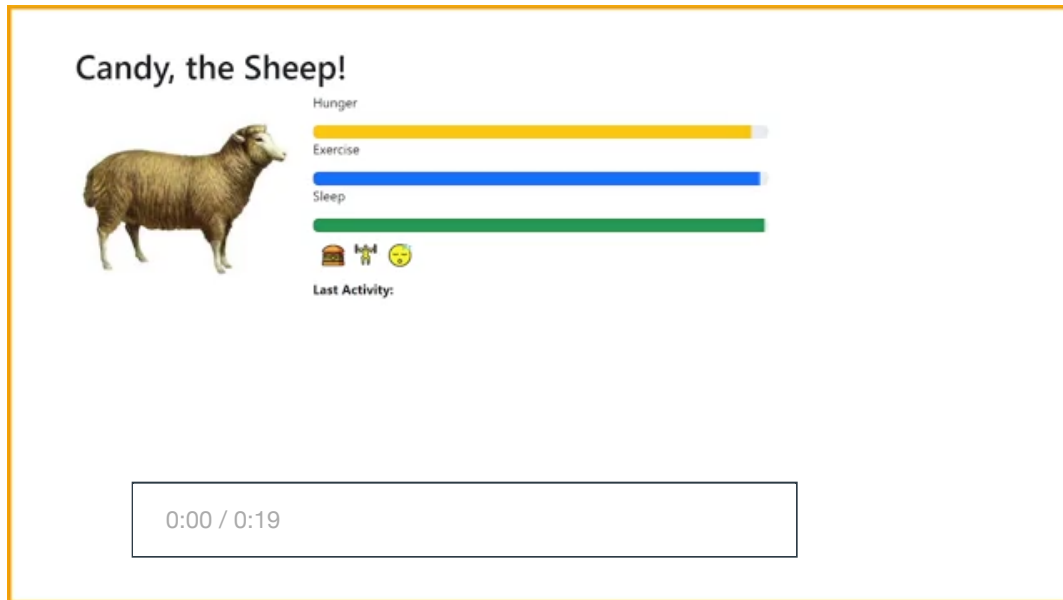
Instruction

Create a simple pet game.

Tools

JavaScript, jQuery, CSS, HTML, Visual Studio Code

Description

- Download the following .zip file. **PET.zip (https://kodego.instructure.com/courses/379/files/76859?wrap=1)** ⤓ **(https://kodego.instructure.com/courses/379/files/76859/download?download_frd=1)**
- Create a new .js file. Name it **pet.js** and place it in the js folder.
- Program the elements to be able to play as a pet game.
  - The pet starts with 100 max points in Hunger, Exercise, and Sleep.

- Each stat would lower in value after a set amount of time.
  - Hunger lowers by 1 point every half second (500 ms).
  - Exercise lowers by 1 point every second (1000 ms).
  - Sleep lowers by 1 point every 2 seconds (2000 ms).
  - Additionally, 5 points of Sleep would be deducted every time the pet is fed.
  - Additionally, 10 points of Sleep would be deducted every time the pet exercises.
- Each progress bar would reflect the number of points out of max points for each stat, respectively.
- Selecting a respective button would replenish the respective stat to its max points.
  - Each stat can not go down to less than 0 or go more than 100.
- The last action taken (i.e. the last button pressed) would be reflect next to the Last activity: section.
  - If the last action is for hunger, the last activity would be **Fed [pet name]!**
  - If the last action is for exercise, the last activity would be **Played with [pet name]!**
  - If the last action is for sleep, the last activity would be **[pet name] took a nap!**
- Compress your assets. Name the file **ACT47.zip**
- Upload your assets here as a .zip file.

Starter code

```
$(document).ready(function () {
  let hunger = 100;
  let exercise = 100;
  let sleep = 100;


  function do_eat() {
    //these will be triggered when you click on the icons
    //replenish the respective stat
    //read the instructions for more info
  }


  function do_exercise() {
    //these will be triggered when you click on the icons
    //replenish the respective stat
    //read the instructions for more info
  }


  function do_sleep() {
    //these will be triggered when you click on the icons
    //replenish the respective stat
    //read the instructions for more info
  }
```

```
  function update_bars() {
    //use the .css() jQuery method
    //use the width style property
    //make sure to keep in mind the %
  }


  setInterval(update_bars, 50);
  //you also need some way to decrease the stats passively/overtime (maybe setup functions that run
every few milliseconds)
  //don't forget Last Activity;
});
```

Notes and Tips

- Use the `.css` jQuery method to change the progress bar fills. You can read up on it more **here (https://kodego.instructure.com/courses/379/pages/8-dot-6-jquery-design)** .