QE Hackathon Summer 19

Yukidachi! Create your pet 😊

Required Implementation

1. <u>Create your character:</u>
   a. Username
   b. Mood – Will change depending on the health status

2. **Health & Skills:**

   These will be on a 1 – 10 scale where, for example, if your Yukidachi is starving its hunger level should be 1 and a level of 10 for creativity means they have studied enough to master the skill!

   You will need to determine by how much the scale increases.

   a. Health (1 – 10 scale)
      i. Happiness
      ii. Hunger
      iii. Hygiene
   b. Life Skills (1 – 10 scale)
      i. Fitness
      ii. Logic
      iii. Creativity

3. **Shop:**

   To increase your health and skills you will need certain items that your shop needs to sell.

   a. Health items (food, treats..)
   b. Life Skill items (think of stuff that would increase their fitness, logic, and creativity)

   These items will need to be kept on a items table with the following:

   a. Name
   b. Description
   c. Skill boost or health boost – what skill/health it boosts up

   Your Yukidachi should be able to 'use' these items from their own inventory table and it should boost their corresponding skill or health.

4. **Game:**

   Create a SIMPLE game to play with your Yukidachi to boost happiness and/or skills.

5. **Friends:**

   Make friends by registering and following other users! You will need to save the usernames of friends to your own table. To do this you will need to use the following:

Instance Name: yukidachi

REST API: friend

Namespace: snc

POST Methods:

createUser - Register your Yukidachi

Query Parameter(s):

username – your username

followUser – Follow a registered user

Query Parameter(s):

username – your username

userFollow – the user you want to follow

GET Methods:

getAllFollowing - Get all the users that follow you

Query Parameter(s):

username – your username

getAllUsers – A list of all the registered users to see who you can follow

6. BONUS

Requirement: Finish 1 – 5

To be official friends, the user you are following must follow you back! Once you are friends you can send and receive messages by using the following:

POST Methods:

messageToFriend – Send messages to your friends

Query Parameter(s):

username – your username

userFollow – user you want to send message to

message – message you want to send

GET Methods:

getUnopenedMessages – Returns messages your friends have sent you. Messages are removed once this is called.

Query Parameter(s):

username – your username

checkFriend – Check to see if you and another user follow each other and are friends

Query Parameter(s):

username – your username

userFollow – the user you want to check for

DELETE Method:

unfollowUser – unfollow a user

Query Parameter(s):

username – your username

userFollow – user who you want to unfollow