

Finite State Mechanism: PokePet

IT: Intermediate Programming Assignment

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PokePet consist of 5 different stages of mood. The stages depend on the interaction, mood and different statuses. The five stages are: Feeling Good, Neutral, Lonely, Bored and Sad (Figure 1).

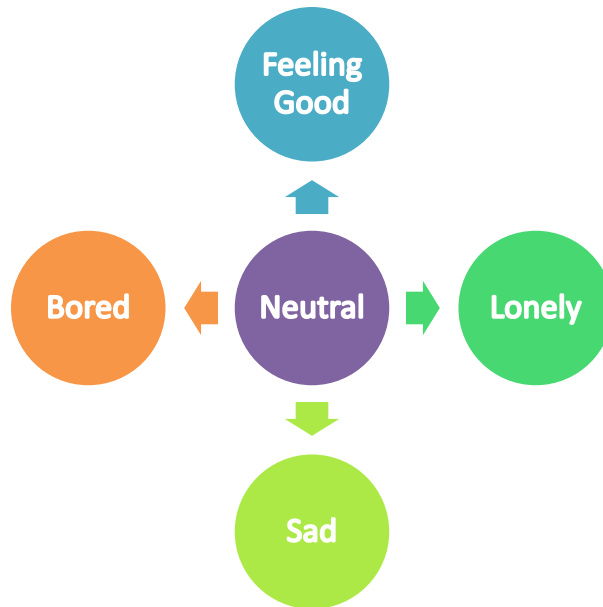


Figure 1

As it can be seen in Figure 1, all stages are linked to the Neutral Stage in which the pet has lower mood than 80 but higher than 40. If the mood is higher than 80 as long with its fitness being higher than 1, and its boredom level isn't lower than 80. (Figure 2)



Figure 2

The Bored stage depends on how long the pet isn't interacted with and there are two stages of boredom. The first stage is when the pet hasn't been interacted with for more than 2 minutes but less than 3 minutes (Figure 3), the pet is seem to be acting silly trying to grab your attention if this stage has been activated. The second stage of the pet being bored is when it hasn't been interacted with for longer than 3 minutes (Figure 4), when this stage has been activated the pet with seem alone and sad.



Figure 3



Figure 4

The Pet converts to the stage Lonely when its mood level is lower than 40 (figure 5).



Figure 5

The last stage is when the pet is unhappy with anything, such as it being hungry, thirsty, sleep and bored with all these under 20 (Figure 6). The pet is crying and wanting you to fix it by giving it actions to eat, sleep, drink, exercise or pat it.



Figure 6