GUNGAHLIN COLLEGE

# Documentation and Evaluation : PokePet

## IT: Intermediate Programming Assignment

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# Analysis Documents

Statement of Intent
The program that is to be designed is going to be called PokePet; this program is designed for AdoptMe.Virtual Pet and is to simulate a virtual pet for a user to play with. It will use different actions and have different moods so that the pet seems more real life.

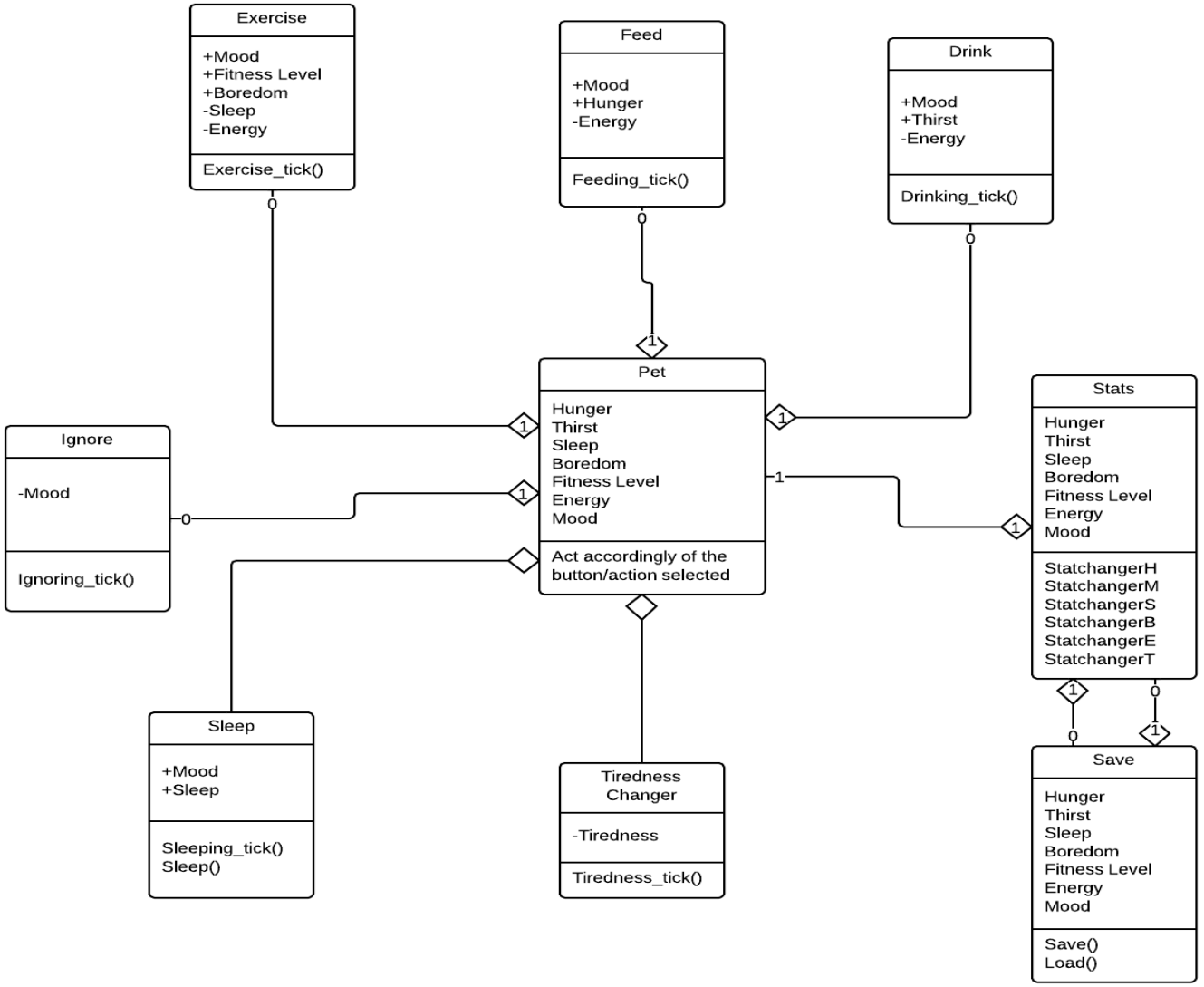
Research
The functions and interface of the original "Tamagotchi" was researched so that any components from it could be used in this version considering it was a huge success. Other things which need to be researched are the use of graphics in a program and how to use images represent statuses and moods in the program. The use of timers also needs to be researched and how to use it in situations for this program so that it continually runs throughout the program without the user noticing. Learning how to read and save files will also help the process of the program.

IPO Table

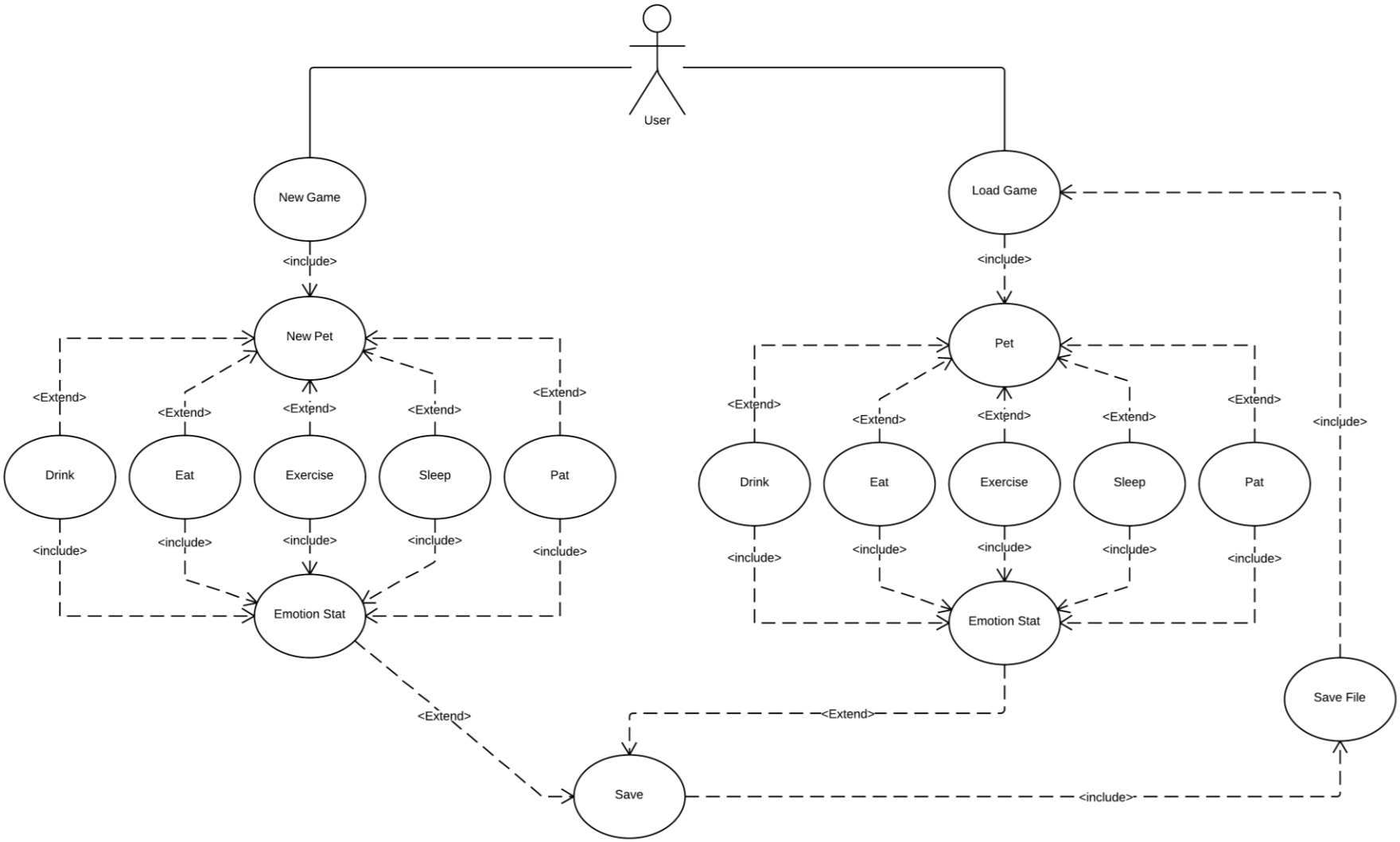
| Input | Process | Output |
|---|---|---|
| Energy | Lose energy | Button Click |
| Button Click | Action of button | Status update |
| Action Length | Countdown | Pet Animation |
| Status | Determine which Picture | Pet Animation of Status |
| Sleep Click | Wait | Tiredness = 100 |
| Stat Check | Check if any status at 0 | Warning Prompt |
| Mood Check | Check if mood is 0 | Pet ran away (Game Over) |

# Design Documents

## Class Diagram



# Use Case Diagram



# Evaluation

The program is functional and that uses appropriate classes, objects and functions to complete the task, it also has good use of exception handling and there have been many programs testing to debug the program. There are uses of polymorphic objects and they have been simplified so they are easy to use. The program is straight forward with picture buttons so the user can be able to work the program with ease. However there are many timers which can be improved so that it can be in only a few timers not many, making the code simpler.

The documentation includes all that are required and that the program was followed by its guidelines with a few additions to it.

The assignment was completed fully and at a fair level considering it contains most aspects that were required.

# Peer – Evaluation by Matthew Jeffery

1. Does the final program demonstrate programming skills which make the program user friendly and entertaining to play?
2. Does the finite state mechanism clearly explain the relations between the emotions and actions?
3. What are the best and worst features of this program and why?
4. Would you use this program again if it was redeveloped and improved, why or why not?
5. What are ways that this program can be improved?

Interface is user-friendly and the animations are amusing. Actions are appropriate.

Yes.

The game is amusing. The layout is concise and simple. Good graphics. However, the gameplay is too slow.

Yes. The game itself is fun to play, it just needs refinement.

The 'Sleep' function duration is slightly too long. Attribute levels don't decrease quickly enough. It is slightly difficult to see the attribute levels as numbers.