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import datetime
class Chicken():

    def __init__(self,birthtime,name,status):
        self.birthtime=birthtime
        self.name=name
        self.status=status

    def pet(self):
        print("My name is {self.name}.")
        heart(self.name,self.status)

class bag():
    def __init__(self,money,food,toy):
        self.money=money
        self.food=food
        self.toy=toy

class shop():
    def __init__(self,fooditem,toyitem):
        self.fooditem = fooditem #per food 5$
        self.toyitem = toyitem #per toy 10$

class mine():
    def __init__(self,moneyitem):
        self.moneyitem=moneyitem #per money 5$
d = Chicken(datetime.datetime.now(),input("What's your pet's name?"),"null")
c = shop(5,5)
b = bag(15,2,1)
a = mine(10)

def heart(name,status):
    foodindex=5
    toyindex=5
    Day=0
    while True:
        select=str(input("shop,food,toy,mine?"))
        Day+=1

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print("Day:",Day)
print("foodindex:",foodindex)
print("toyindex:",toyindex)
if select == "food":
    b.food-=1
    foodindex+=2
    toyindex-=1
    print("status:full")
    if b.food>=0:
        print("left",b.food,"food")
    if b.food==0:
        print("no more food!!!")
    elif 0<toyindex<=2:
        print("I'm boring")
    elif toyindex==0:
        print("Goodbye...QAQ")
        break
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if select == "toy":
    b.toy-=1
    toyindex+=2
    foodindex-=1
    print("status:funny")
    if b.toy>=0:
        print("left",b.toy,"toy")
    if b.toy==0:
        print("no more toy!!!")
    elif 0<foodindex<=2:
        print("I'm hungry")
    elif foodindex==0:
        print("Goodbye...TAT")
        break
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if select == "mine":
    foodindex-=1
    toyindex-=1
    b.money+=5
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a.moneyitem-=1
print("status:happy")
print("money:",b.money)
print("moneyitem:",a.moneyitem)
if foodindex==0:
    print("Goodbye...TAT")
    break
if toyindex==0:
    print("Goodbye...QAQ")
    break
if foodindex<=2 and toyindex<=2:
    print("I'm hungry and boring")
    continue
if foodindex<=2:
    print("I'm hungry")
if toyindex<=2:
    print("I'm boring")

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if select == "shop":
    if b.money==0:
        print("No more money!!!")
        continue
    print("status:hesitate")
    choose=str(input("fooditem,toyitem?"))
    if choose == "fooditem" and c.fooditem == 0:
        print("No more food!!!")
        continue
    if choose == "toyitem" and c.toyitem<=0:
        print("No more toy!!!")
        continue
    if c.fooditem==c.toyitem==0:
        print("No more item!!!")
        continue
    if choose=="fooditem":
        c.fooditem-=1
        b.money-=5
        b.food+=1

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        print("fooditem last",c.fooditem)
        print("money:",b.money)
    if choose=="toyitem":
        c.toyitem-=1
        b.money-=10
        b.toy+=1
        print("toyitem last",c.toyitem)
        print("money:",b.money)

heart(d.name,d.status)
print("GAME OVER")

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'''

1.幫小雞取名字

2.一開始的包包內會有 15 個金幣，2 個食物，1 個玩具。

3.商店內會有 5 個玩具，5 個食物可供購買(購物會過一天，但不會減少數值，請放心。)

4.一天將有四個選項，商店 食物 玩具 礦山，遊戲開始之後，小雞會帶有飢餓值和有趣值各 5，若是

選擇食物:飢餓值+2，有趣值-1(兩個數值如果低於 2，將開始警告，任一數值歸零則遊戲結束。)

選擇玩具:有趣值+2，飢餓值-1(兩個數值如果低於 2，將開始警告，任一數值歸零則遊戲結束。)

選擇商店:可選擇商店內的食物或是玩具來購買。

選擇礦山:可到礦山挖礦一次取得 5 元，全部可獲得 50 元，但挖礦帶來的疲憊會讓兩個數值各減-1，請做好準備。

5.請照指示遊玩，別試著找 bug，不要找碴。

6.祝開心遊玩，感謝遊玩。

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