Virtual Pet

Approach:

1) The first part of this program was to just change images of my virtual pet in one direction on a press of a button.

2) In the second and the final part, I added five different moods and it’s reaction to it when when a few actions are taken. Also I implemented a time-lapse in which after every 10 seconds my virtual pet will change it’s mood.

How to use:

1) My pet is always hungry.
2) My pet will not change it’s mood unless an action is performed by the user.
3) There are following actions that the user can choose to change the mood of my pet:
   1) Feed
   2) Starve
   3) Pet
   4) Play
4) Once the user click’s any of these button depending on the current mood of my pet it will react to that action.
5) If after performing an action the user does not take any other action then my pet will have mood swings every 10 seconds.
6) My pet will react in the exact way as I have explained in this table. Depending on the mood of my pet in the first column. The first row is actions that the user can perform.

<table>
<thead>
<tr>
<th></th>
<th>Hungry</th>
<th>Happy</th>
<th>Confused</th>
<th>Scared</th>
<th>Angry</th>
</tr>
</thead>
<tbody>
<tr>
<td>Feed</td>
<td>Happy</td>
<td>Happy</td>
<td>Happy</td>
<td>Happy</td>
<td>Happy</td>
</tr>
<tr>
<td>Starve</td>
<td>Angry</td>
<td>Confused</td>
<td>Confused</td>
<td>Angry</td>
<td>Angry</td>
</tr>
<tr>
<td>Pet</td>
<td>Confused</td>
<td>Happy</td>
<td>Confused</td>
<td>Happy</td>
<td>Happy</td>
</tr>
<tr>
<td>Play</td>
<td>Angry</td>
<td>Happy</td>
<td>Confused</td>
<td>Confused</td>
<td>Confused</td>
</tr>
</tbody>
</table>
Testing: I tested it by-myself and as well as some other students from my learning community.