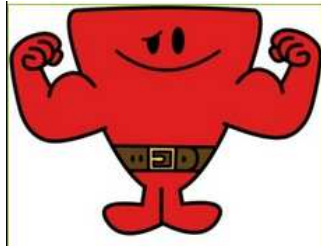


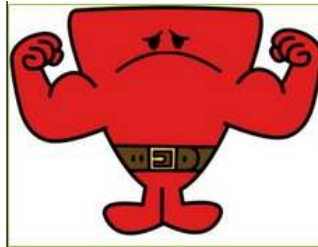
# Virtual Pet - WonkoGOTCHI

Wednesday, 13 February 2013  
10:22 AM

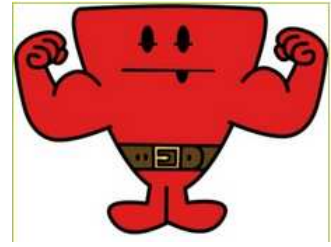
The idea is to have a "pet" that *gets older*. As it gets older, it uses food, makes waste, becomes happy or sad and changes it's picture according to how it is "feeling"



Happy.jpg

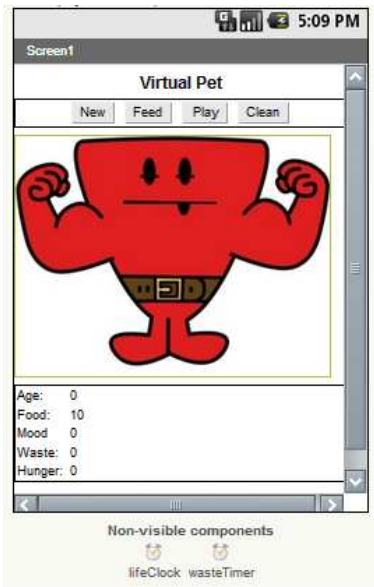


Sad.jpg



Sick.jpg

The interface has a number of key components, and some option ones:



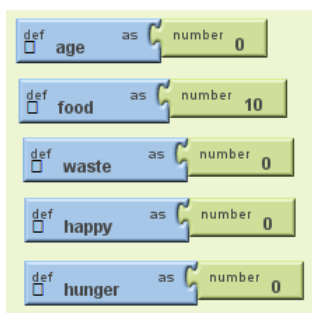
The "button bar" is a nav centre, controlled by a HORIZONTAL arrangement, the "life stats" is a tabular screen arrangement, 5 rows, 2 cols

We have an assortment of buttons, labels, an image for the pet and a title.

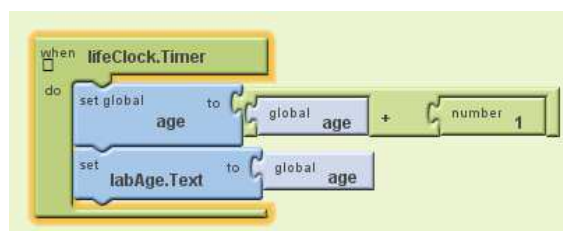
Notice also the 2 non-visible TIMERS - these tick as the application runs, making things (like age) progress

BLOCKS for this project are at the discretion of the student. Some basic things like getting older, making waste, becoming sick or unhappy should be gone through but once students know how things work, they should be encouraged to do their own thing and make their pet cool:

Set Variables FIRST:

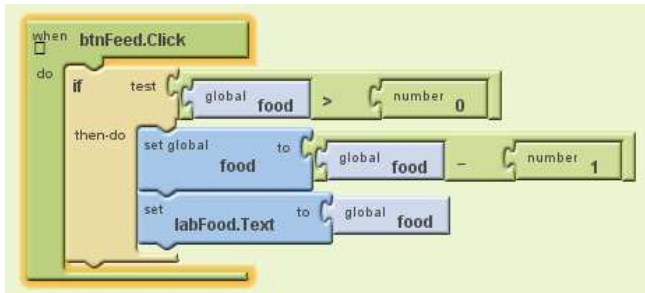


Make the pet get OLDER:

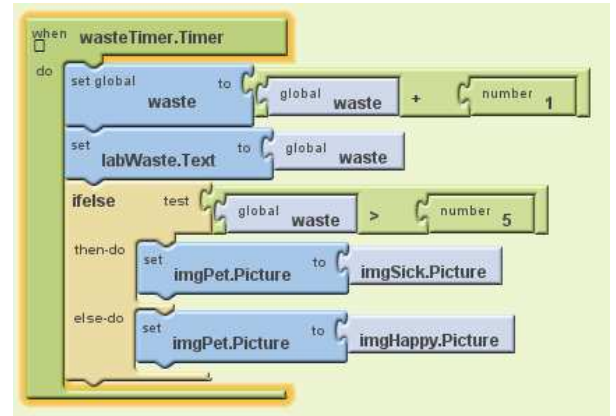


Make it poo:

FEED your pet:

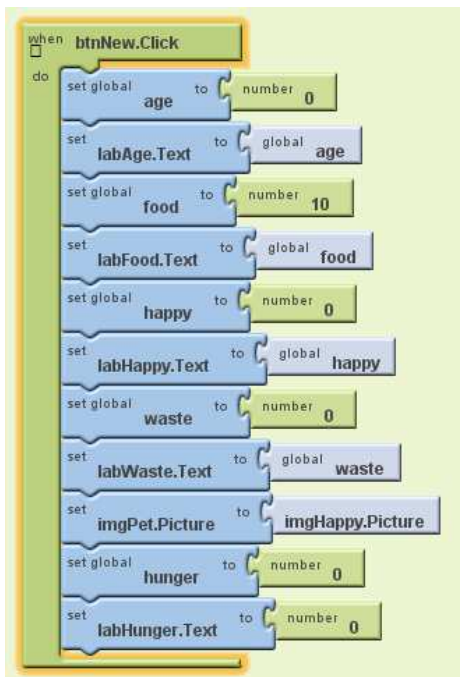


Screen clipping taken: 13/02/2013 10:37 AM

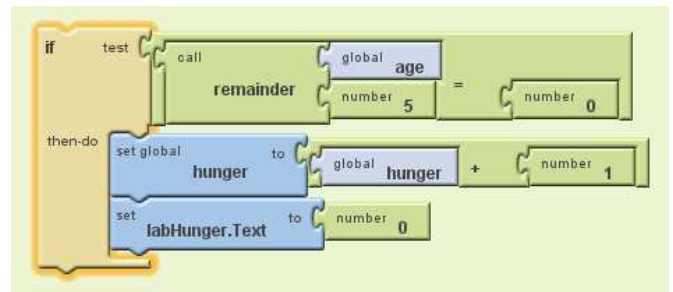


Screen clipping taken: 13/02/2013 10:38 AM

Set up a NEW pet:



Use the timer, by making something change every 5 ticks, say:



Screen clipping taken: 13/02/2013 10:39 AM

...go nuts