









MY PET (page 1 of 2)

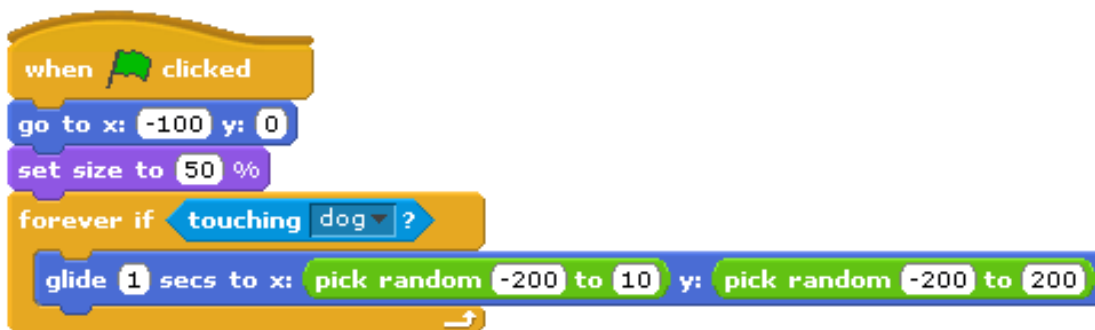
In this game the player has to take care of a dog. The player can choose what the dog will do (eat, sleep, play, walk). Happiness and Energy will increase or decrease depending on the actions chosen. The game ends if the dog's energy falls to zero.

You will need to draw (or import) 7 costumes for the dog – think, walka, walkb, sleep, eata, eatb, sita, sitb. Here are some suggestions, but you can draw your own!

think		eata	
walka		eatb	
walkb		sita	
sleep		sitb	

As well as the dog sprite, there will be a ball sprite.

Here are the instructions for the ball. The ball will bounce away if the dog reaches it.



The scripts (instructions) for the dog are on the other side of this page...

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Here are the instructions for the dog. You can change how the Energy and Happiness scores go up and down by changing the numbers in the dark orange blocks (variables). The person playing the game will want to know what the Energy and Happiness levels are, so tick the boxes next to the variables in the menu area to show them on screen.

The image displays several Scratch code blocks for a dog character, organized into several functional groups:

- Initial State and Menu:**
 - when I receive decision:** Checks if Energy < 0 (say "Your dog had to go to a new home for 2 secs", say "as you didn't look after it well enough! for 2 secs", stop all) and if Happiness < 0 (broadcast sad, wait 2 secs). Then goes to x: 0 y: 0, switches to costume "think", and asks "Type f to feed, s to sleep or p to play and wait".
 - if answer = f:** broadcasts eat, changes Energy by 3.
 - if answer = s:** broadcasts sleep, changes Energy by 2, changes Happiness by -1.
 - if answer = p:** broadcasts play, changes Energy by -3, changes Happiness by 3.
 - if not (answer = f or answer = s or answer = p):** says "you need to choose f, s or p for 2 secs" and broadcasts decision.
- Clicking:**
 - when clicked:** sets size to 50%, points in direction 90, sets Energy to 5, sets Happiness to 1, and broadcasts decision.
- Eating:**
 - when I receive eat:** goes to x: 124 y: -125, repeats 10 times (switch to costume eata, wait 0.3 secs, switch to costume eatb, wait 0.3 secs), and broadcasts decision.
- Sleeping:**
 - when I receive sleep:** goes to x: 66 y: -110, switches to costume sleep, thinks "zzzzzz" for 6 secs, and broadcasts decision.
- Playing:**
 - when I receive play:** repeats 400 times (point towards ball, move 2 steps) and broadcasts decision.
 - when I receive play:** repeats 38 times (switch to costume walka, wait 0.1 secs, switch to costume walkb, wait 0.1 secs).
- Other:**
 - when I receive sad:** switches to costume sita, says "Howl" for 2 secs, switches to costume sitb, and says "Howl Howl!" for 2 secs.

Try this:

Add different backgrounds to the Stage, one for each action. Add scripts "when I receive" and "switch to background..." in the Stage scripts so that the background changes when an action is chosen.