

MA: Mid-term Virtual Pet or "clicker" game - finished

REFLECTION

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I challenged myself through various aspects within this virtual pet game. Firstly, I added a third button that represented the social status of the Zebra, when clicked, the button would progress the Social Status bar by getting the Zebra friends. Personally, it was a bit tricky to create this button because I had to completely revamp my grid layout, adjust the image size, and geometry of the application so I could properly fit the button, progress bar, and progress bar indicator in. Next, this led to many more possible conditions for the Zebra. So, with low or high values of each of the statuses, it lead to 8 possible conditions/values. This meant that I had to create a total of 8 if, elif, and else statements. Here, I used an innovative strategy by utilizing variables for low and high for each state value (social status level, food level, and sleepiness level) to make it easier for me to form the if and elif statements. I used Booleans to represent if these states were True and formed the if and elif statements here. For example if my sleepiness value was low, my food level was low and my social status was low for my Zebra, then my elif statement would be `sleepiness_value_low == True and food_level_low == True and social_status_low == True`. Then, this would change my pet condition and image accordingly. I had to form a total of 8 of them, so it took me some time, never the less. I think overall, I challenged myself and went above in beyond in certain areas within this assignment.