

lil guys

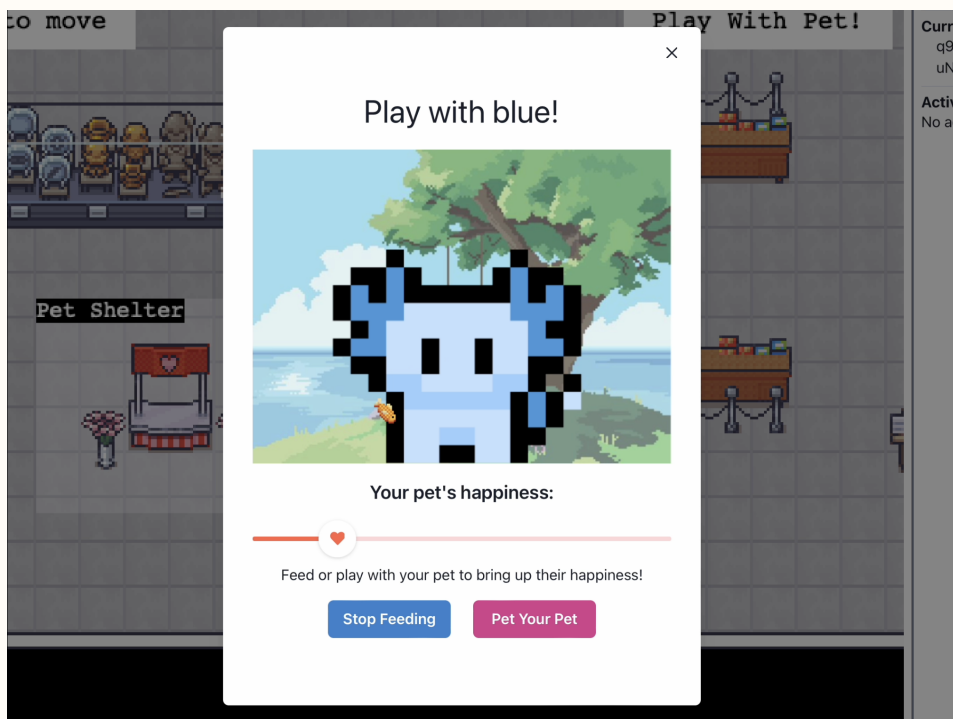
CS4530 Final Project
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our feature: pets

While playing around on Covey Town we identified a need to have more interaction in the game for users who are alone on the server. We decided to work on creating pets for users that would persist on their browser and that would follow them around and play with them. We wanted users to be able to customize their experience and show off their personality with their quirky pets.

We were able to introduce multiple types of pets and colors that can be fed and petted by our users. Like any real-world pet, pets will become happier the more their owner interacts with them and will get sad when they go away.

In addition to being able to see your pet and interact with them, other users will be able to see your pet as well and you there's. Pets are saved between sessions locally for you to come back to your lil guys <3



Interact with your pet to feed it special treats & give them belly rubs <3

future work

There's still more to be done with our lil guys! For instance adding more pet options for users to further customize their options, letting users save more than one pet to play with, implementing a stay or trick feature and more!



All your covey town besties will see your new lil guy!

tech stack & design

Using the existing Covey Town codebase, we utilized both existing and original code to implement our pets.

We added a new class type to represent a user's pet and saved it to the browser's local storage upon creation, ensuring persistence across visits and updating it for any changes such as deletion or replacement.

Users can adopt pets via the PetShelter InteractableArea on the TownMap, leading to a pet adoption modal where they can add a pet to their game.

We utilized local storage to track pet happiness, which declines at a regular rate. It can be increased through interactions through state management in the PetCloseUpView modal

All pets are live across user accounts. We managed this by storing pet information on the player's location and passing it with each player movement.

 [demo site](#)

 [repository](#)

