COVEY PETS

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FEATURES

In Covey.Town's vibrant setting, we've introduced a pet adoption and care feature to enrich user engagement. This system invites users into the realm of virtual pet ownership, blending companionship with interactive enjoyment.

The journey begins in the pet pound, a sanctuary where users are able to meet their future companion. The space is organized into sections for bunnies, kittens, and puppies. Upon arrival the Pet Service counter stands as a beacon of information where users can peruse a detailed list of potential pets. Pressing the space bar allows for easy navigation through the pets, showing information about the pet such as their name, breed, age and more.

The adoption of a pet is more than just a process it is the start of heartwarming friendship. At the adoption counter users are invited to fill out a form signifying the beginning of this companionship. Whether choosing from existing pets or creating their own pets, users are able to customize their pets, naming them and making them their own. No pet can leave the pound without a companion.

In Covey.town pets are more than digital entities; they're companions that require care and attention. To help the user recognize the pet's needs, automatic signaling is built in like hunger cues shown through the pet jumping when it is time for them to be fed. The overall interaction requires users to tend to their pet's needs by using the "Feed" button to ensure a happy and healthy pet. Pets also remain loyal companions by following users throughout their town explorations ensuring a sense of belonging and friendship.

TECHNOLOGY STACK + DESIGN

We made significant technical updates to our application by introducing two new areas, PoundArea and PetServiceArea, designed to enhance user interaction with pets. These areas feature modal interfaces for seamless user experience. The backend system, upon receiving inputs through PoundAreaModel, can now create and manage pet states. We also added a new section on the map for the pound, connecting it to the main town using Transporter objects, with the Tiled tool facilitating this integration.

On the communication front, we've broadened the protocols between the server and clients to include new commands and events related to pet management. Users can now issue commands to create or interact with pets, and the server responds with updates about pet creation, movements, or removal.

The pet creation process is streamlined: when a player requests a pet through the interface, the server generates this pet, notifies all clients, and displays the pet in-game. The server continually updates pet movements and states, ensuring dynamic interaction. If a player exits, the server removes the pet from the game and informs all clients, maintaining a synchronized state.

FUTURE WORK

As we look ahead, our vision for Covey.Town's pet adoption and care feature encompasses a range of expansions and enhancements designed to deepen the user experience and foster an even more vibrant community.

We aim to introduce more nuanced pet behavior and interactions, allowing pets to display a wider range of emotions/needs and responses based on their care and the user's actions, ie. twirling around to play with tows and etc.

Extensive customization options for pets, from appearance modifications to personalized habits would also be good to add as it allows for more engagement between user and pet.

We could also expand on the educational aspect of pet care, to do this we would have to integrate informative content about animal welfare and responsible pet ownership. Creating not only a fun environment on Covey.Town but also an educational environment.

DEMO + REPO LINKS

https://spring24-project-group-405.onrender.com

https://github.com/neu-cs4530/spring24-project-group-405/

Pound

Select the Type of Pet:
Bunny

Provide the Age for Your Pet:
1

Provide the Name for Your Pet:
Tommy

Provide the Gender for Your Pet:
Male

Adopt the Pet!   Try the Pet!