

Happy Tails Game:

1. Game Overview

1.1 Game Concept

A simple terminal-based virtual pet game where the player cares for a pet by feeding it, playing with it, and managing its health and happiness. The game will feature basic Turtle graphics to visually represent the pet's mood and actions.

1.2 Objective

Player's Goal: Ensure the pet remains happy and healthy by feeding it, playing with it, and monitoring its status.

Game's Goal: Provide an engaging and interactive experience using text-based interactions and Turtle graphics for visual feedback.

2. Game Mechanics

2.1 Core Actions

Choosing a pet name: Upon starting the game, the player is prompted to choose a name for their pet. This will personalize the game experience, and the pet's name will be used throughout the game for interactions (e.g., "Your pet, [name], is hungry!").

Feeding: The player feeds the pet by selecting food options

- **Apple** (+5 Health, +2 Happiness)
- **Carrot** (+6 Health, +1 Happiness)
- **Meat** (+8 Health, +3 Happiness)
- **Chocolate** (-5 Health, +5 Happiness) (*Chocolate is unhealthy for the pet and lowers health!*)

Playing: The player engages with the pet to improve its happiness.

- **Fetch** (+6 Happiness)
- **Cuddle** (+5 Happiness)
- **Take a walk** (+7 Happiness)
- **Ignore pet** (-5 Happiness) (*The pet becomes sad if ignored!*)

Health & Happiness: Two stats that are affected by the player's actions. If neglected, they decrease.

- **Health:** Affected by food choices and neglect. If health reaches 0, the pet gets sick.
- **Happiness:** Affected by playtime and interaction. If happiness is too low, the pet may refuse to eat or play.

Growth: Over time, the pet will grow, changing its appearance or size:

- **Baby stage:** Small-sized pet graphic, needs more attention.
- **Child Stage:** Medium-sized pet graphic, can eat more foods.
- **Adult Stage:** Full-sized pet graphic, maintains stats better.

2.2 Game Feedback

Health & Happiness Stats: Displayed as numbers or progress bars in the terminal.

- Example: Health: 80%
Happiness: 40%

Turtle Graphics: Used to show the pet's visual state, such as happy faces, hearts, or food bowls.

Mood indicators:

- **Happy:** Smiling face, hearts around the pet.
- **Hungry:** Sad face, food bowl appears
- **Sick:** Frown, green sick face.

Growth indicators:

- **Pet graphics change size when it grows.**

2.3 Player Interactions

Commands: Players interact via simple commands like "feed," "play," or "check stats."

3. User Interface and Graphics

3.1 Terminal Interface

Input Prompt: The player types commands in the terminal.

Text Feedback: The game will respond with text like "Your pet is happy!" or "Your pet is hungry."

Game Stats: Display health and happiness as text in the terminal.

3.2 Turtle Graphics

Single Pet Graphic: The game will feature one default pet graphic, which will represent the pet throughout the game. This graphic will be created using simple Turtle shapes (e.g., a circle for the body, dots for eyes) and will not change based on pet type or customization, making it a universal pet design for all players.

Mood Indicators: Draw hearts, food bowls, and other visuals to reflect the pet's status.

Animations: Simple animations such as moving, changing facial expressions, or growing.