

RESEARCH AND DEVELOPMENT OF A NETWORK ELECTRONIC PET

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ABSTRACT

This project addresses issues on developing a Network Electronic Pet (e-Pet) on the PC. The e-Pet is a character of an animal, which lives on the user PC. Once the user installs the e-Pet application on his/her PC, the e-Pet will attach to the computer and start to grow on the computer. Just like a real animal, the user has to take care of the pet. The pet has several growing phases, and the user should be aware for each growing phases of the pet, because it will inherit the pet's characteristics from the earlier phases. The e-Pet also has some animation and sound. Other feature that available is that the pet can have connection with the other pet installed on the other computer through the network system. Once connected, the pet can communicate with the other pet at the other end of computer. They can build relationship or challenging each other to have a fight. The e-Pet actually has an own timer, which is not effect with the PC system timer. Means that when the user does changes of the PC system timer, the e-Pet's timer will remain the same, or not changed. This is to prevent the user to manipulate the life time of the pet with changing the PC system timer.