Virtual Pet:

Write up what animal you would like to do your world on.

Animal type:
Habitat:
Sleeping pattern:

- Color the world with land, ground, and sky.
- Look up online information about an animal. Gather information about where that animal lives and how it moves. For example it might live in water, on land, or even fly. Try to mimic it's behavior in your world. Set the patch color using the x and y coordinates to set the colors.
- If the animal is not in the library, you are welcomed to draw your own version. Otherwise use a library model that is closest to your animal.
- Have the animal move around the world. Use a limit of the x and y coordinates to limit the range the animal will move.
- Feed – Randomly the pet will ask to be eat. Give the person a set period of time to feed the animal. If too much time is gone the pet's life goes down. If the life goes too far, the pet dies.
- Night and Day – Some animals are awake during the day or at night. Have time change to reflect night and day. Set the sky color to change based on the time of day. When the time of day is set for that animal to sleep, the animal stops moving. If the animal is flying, set the animal down on the ground at the the current x coordinate.