

## **Variable Documentation**

### ***Real Variables***

A =	O =
B =	P =
C =	Q =
D =	R = Temporary Variable
E =	S =
F =	T =
G = Grown Up If = $\pi$	U = Aging Bypass
H =	V = Temporary Variable
I =	W = Temporary Variable
J =	X = Temporary Counter
K =	Y = Animation Speed Delay
L =	Z = Key Code
M = Temporary Variable	$\theta$ = Temporary Variable
N =	

### ***List Variables***

L BUNNY (1) = Hunger Percentage	L BUNNY (11) = Consciousness
L BUNNY (2) = Thirst Percentage	L BUNNY (12) = Sleeping In Bed
L BUNNY (3) = Hygiene Percentage	L BUNNY (13) = Death Clock
L BUNNY (4) = Poo	L BUNNY (14) = Mood
L BUNNY (5) = Age	L BUNNY (15) = Strength Percentage
L BUNNY (6) = Weight	L BUNNY (16) = Animation Speed Delay
L BUNNY (7) = Weight Health Percentage	L BUNNY (17) = Month Counter
L BUNNY (8) = Exercize Number	L BUNNY (18) = Death Clock Counter
L BUNNY (9) = Fitness Level Percentage	L BUNNY (19) = File Exists If = $\sqrt[3]{3^{-1}\pi}$
L BUNNY (10) = Esteem Percentage	

### ***String Variables***

Str0 = Bunny's Mood
Str9 = Bunny's Face (with mood)
Str8 = Bunny's Body
Str7 = Temporary Mood variable

## **Variable Usage**

### **Real Variables:**

G is a decimal variable. It is used to determine if Bunny Gotchi is an adult and currently in the middle of maintaining itself (when  $G = \pi$ ).

M and R are integer variables. They are used as temporary variables when connecting bunnys, to determine the host bunny and the guest bunny.

U is boolean variable (1=True, 0=False). It is used to determine whether or not the aging process is bypassed.

V, W and  $\theta$  are temporary variables. They are used in calculations to determine outcomes.

X is an integer variable. It is used as a temporary means of counting.

Y is an integer variable. It is used as the length of delay for animation.

Z is an integer variable. It is used as a temporary variable to store the keyCode of which button has been pressed.

### **List Variables:**

LFTHT(1) is a percentage variable. It is used to determine whether or not Bunny Gotchi is hungry; (0% = Hungry, 100% = Not Hungry).

LFTHT(2) is a percentage variable. It is used to determine whether or not Bunny Gotchi is thirsty; (0% = Thirsty, 100% = Not Thirsty).

LFTHT(3) is a percentage variable. It is used to determine whether or not Bunny Gotchi is clean; (0% = Dirty, 100% = Clean).

LFTHT(4) is a binary variable. It is used to determine whether or not there is poo.

LFTHT(5) is an integer variable. It is used to determine the age of Bunny Gotchi in years.

LFTHT(6) is an integer variable. It is used to determine the weight of Bunny Gotchi in kilograms.

LFTHT(7) is a percentage variable. It is used to determine the Weight-Health Percentage of Bunny Gotchi; (0% = Unhealthy, 100% = Healthy).

LFTHT(8) is an integer variable. It is used as an exercise number, counting the amount of times Bunny Gotchi has excersised, and used as a measurement factor for the "Fitness Level" variable.

LFTHT(9) is a percentage variable. It is used to determine Bunny Gotchi's fitness level; (0% = Unfit, 100% = Fit).

LFTHT(10) is a percentage variable. It is used to determine Bunny Gotchi's selfesteem; (0% = Low, 100% = High).

LFTHT(11) is a percentage variable. It is used to determine the consciousness level of Bunny Gotchi; (0% = Tired, 100% = Not Tired).

LFTHT(12) is a binary variable. It is used to determine whether or not Bunny Gotchi is asleep.

LFTH(13) is an integer variable. It is used to determine whether or not the death clock is on, or if Bunny Gotchi is dead; (0 = Death Clock Off, 1 = Death Clock On, 2 = Bunny Gotchi Dead).

LFTH(14) is an integer variable. It is used to determine what mood Bunny Gotchi is in; (0 = Dead, 1 = Sad, 2 = Fine, 3 = Happy, 4 = Sleepy, 5 = Asleep).

LFTH(15) is a percentage variable. It is used to determine how strong Bunny Gotchi is; (0% = Weak, 100% = Strong).

LFTH(16) is an integer variable. It is used to store the length of delay for animation.

LFTH(17) is an integer variable. It is used to count the number of months through the year that has passed (there are 9 months in a year).

LFTH(18) is an integer variable. It is used as the Death Clock Month Counter, to count how many months Bunny Gotchi has been dying for. It counts for three months, and Bunny Gotchi dies on the fourth month.

LFTH(19) is a decimal variable. It is used to determine whether or not a file has been saved.

### **String Variables:**

Str0 is used to store and display Bunny Gotchi's current mood.

Str9 is used to store and display Bunny Gotchi's current mood within Bunny Gotchi's face.

Str8 is used to store and display Bunny Gotchi's body.

Str7 is used as a temporary means of storing Bunny Gotchi's current mood, whilst in the middle of the "CONNECT BUNNYS" feature. During this time, Str0 is used to store the other Bunny Gotchi's mood.