



About



Critter Sitter is a fun game that teaches children about proper nutrition. Children learn about this nutrition by raising their own critter and feeding it healthy meals as well as visiting their doctor for check-ups and playing outside. The story starts of when you find a box of abandoned critters and decide to take them to the local vet. This vet, named Dr. Java, says that he will let the user keep the critter's if the user can successfully take care of one critter for 3-5 days. Now, you are on a mission to prove to Dr. Java that you are a worthy Critter Sitter!

The objective of this game is to simply raise your critter until it has fully matured into an adult critter and gain the most points while keeping the critter healthy.

Please review the [system requirements](#) before playing the game. Then you can review how to [install](#) this program.



System Requirements



[About](#) > [System Requirements](#)

System Requirements:

Operating System: Windows 8 (Desktop) / Windows 7 / Windows Vista SP2 / Windows Server 2008 R2 SP1 (64-bit) / Windows Server 2012 (64-bit)

Processor: Minimum Pentium 2 266 MHz

Video Card: nVidia GeForce 8600 / ATI Radeon 3870.

RAM: 128 MB

Disk Space: 73 MB

CD-ROM Drive: Required

Mouse: Required

256 Colours

Screen Resolution: 778p x 589p

These requirements are for a game that runs off Java 8.0.



How to Install



[About](#) > [How to Install](#)

Setup and Installing in Windows

1. Start Windows 8 (Desktop) / Windows 7 / Windows Vista SP2 / Windows Server 2008 R2 SP1 (64-bit) / Windows Server 2012 (64-bit)
2. Insert the Critter Sitter CD-ROM game disc into your CD-ROM drive.
3. Navigate into the CD-ROM drive and into the Critter Sitter CD.
4. Click on the "CritterSitterInstaller.exe" file.
5. Follow the on-screen instructions to complete installation.
6. Locate the Program Files Folder on your hard drive,
7. Then, locate the Critter Sitter folder.
8. Click on "Critter Sitter.jar" or the desktop shortcut to start the game..





Graphics Citation

Critter Home

Afternoon Outside View

<http://up-ship.com/blog/?p=6844>

Alarm Clock

<https://www.etsy.com/listing/172604659/reserved-for-john-vintage-flip-clock>

Birthday Balloons

<http://aninfinitechain.blogspot.ca/2015/03/birthday-balloons-and-confetti.html>

Calendar

<http://www.vectorstock.com/royalty-free-vector/calendar-icon-vector-1110654>

Critters

<http://www.vecteezy.com/vector-art/69175-fluffy-animals>

Day and Night Clock Icon

<http://blog.dubli.com/us/what-to-wear-to-a-summer-wedding/>

Door

<https://www.pinterest.com/pin/281545414180258997/>

Evening Outside View

<http://www.listofimages.com/sky-clouds-canada-british-columbia-sunset-nature.html>

Flip Clock Numbers

<http://www.gettyimages.ca/detail/illustration/flip-clock-numbers-royalty-free-illustration/452192465>

GPS

<http://www.dreamstime.com/royalty-free-stock-photography-gps-icon-image10514557>

Green Room

<http://www.aushermanpainting.com/hershey-pa-painting-contractor/>

Late Night Outside View

<http://www.telegraph.co.uk/news/uknews/3722203/Biggest-and-brightest-full-moon-for-15-years-will-illuminate-the-night-sky.html>

Morning Outside View

http://www.pulsarmedia.eu/r_wonderful_morning_sky_2560x1600_wallpa

Noon Outside View

http://pinpicsnow.com/pinpicsnow70/Noon-Sky/http:-7C-7Cfarm4*staticflickr*com-7C3422-7C3379859470-145842661d-z*jpg.html

Pamphlet Picture Frame

<http://imgarcade.com/1/gold-picture-frame-png/>

Piggy Bank

http://www.123rf.com/photo_15430307_male-hand-putting-coin-into-a-piggy-bank.html

Poster

<http://www.mrkipling.co.uk/balanced-snacking>

Speech Bubble

<http://www.freepik.com/index.php?goto=74&idfoto=766505>

Window

<http://tpbpn.com/room-hd/15/free-photos-3d-empty-room-04-hd-picture/>

Grocery Store

3D Food Icons

<http://www.icons-land.com>

Blue Background

<http://afromadrid.org/programa/>

Milk

<https://www.ophea.net/article/difference-milk-makes-how-elementary-school-milk-program-helping-kids-get-healthier-one>

Shopping Basket

<http://highgraphic.com/spring-flowers-clipart-commercial/>

Yogurt

<http://clipart.me/premium-food-drinks/vector-elements-for-design-of-packing-milk-dairy-milky-splash-ripe-strawberry-104015>

Logo

Cookie Logo

<http://habrahabr.ru/sandbox/73700/>

Gelato Font (Grocery Store Font)

<https://www.myfonts.com/fonts/schizotype/gelato-script/>

Stella Caraman Cookie 2012 (Company Name Font)

<http://luc.devroye.org/fonts-62719.html>

Doctor

Actual Doctor

<https://openclipart.org/detail/205300/doctor-cartoon>

Exit Sign

<http://free-icon-download.com/modules/PDdownloads/images/screenshots/green-safety-sign-exit-left.png>

Office

<http://boneswolbach.deviantart.com/art/Doctor-s-Office-309058335>

Recreation

Apple

<http://galleryhip.com/apple-no-background.html>

Baguette

<http://imgur.com/gallery/39LTOP3>

Banana

<http://www.freestockphotos.biz/stockphoto/15912>

Banana

<http://dreamatico.com/banana.html>

Breakfast

<http://pamela99.hubpages.com/hub/Mouth-Watering-Easy-Breakfast-Recipes>

Broccoli

<http://www.profproduce.com/products/broccoli/>

Carrot

<http://www.sunrisebotanics.com/products/carrot-carrier-oil-macerated>

Carrots and Celery

<http://pixgood.com/celery-and-carrot-sticks.html>

Cheesecake

<http://www.thecheesecakefactory.com/>

Cheeses

<http://blog.fairwaymarket.com/2012/12/steves-top-5-favorite-cheeses-of-all-time/>

Chicken Fingers and Fries

<http://www.seriousseats.com/2010/07/happy-national-chicken-finger-day.html>

Chips

<http://commons.wikimedia.org/wiki/File:Potato-Chips.jpg>

Corn

<http://caritote.com/green/>

Doughnuts

<http://www.displacedyinzer.com/national-doughnut-day-krispy-kreme/>

Fence

<http://hdimagelib.com/fence+png>

Fish

<http://instantpot.com/cooking-time/seafood-and-fish/>

Fruits and Vegetables

<http://therawfoodcoach.com/the-raw-food-groups/>

Grains

<http://www.sodahead.com/living/what-food-group-do-you-eat-the-most-of/question-2400205/>

Grapes

<http://globe-views.com/dreams/grapes.html>

Grilled Chicken Salad

<http://www4.theoakkroom.com/portfolio-view/grilled-chicken-salad/>

Junk Food

<http://shockied.com/worst-foods/>

Koolaid

<http://www.caloriecount.com/calories-kool-aid-juice-drink-kiwi-i129644>

Meats

<http://www.opassmokedmeats.com/shop/category/gift-boxes>

Milk

<http://thephotographer4you.com/email-bag/email-bag-a-glass-of-milk-paid-in-full/>

Orange

<http://pl.packshot-creator.com/transparent-background-png>

Pizza With Filled Crust

<http://www.grubgrade.com/2015/01/19/new-triple-cheese-covered-stuffed-crust-from-pizza-hut/>

Strawberry

<https://www.flickr.com/photos/suzi54241/8750680262/>

Tomato

<http://www.moffatcan.org/shop/?product=tomato>

Water

<http://luckysun.info/glass-of-water-in-the-morning-on-an-empty-stomach-why-and-how/>

High Scores

Font

<http://writings-onthewall.com/fonts/>

Cursor

Hand cursor image

<http://ispidder.deviantart.com/art/Cut-the-Rope-Cursors-ver-1-386552892>

Sound

Background Music

<http://www.bensound.com>

Company

CookieByte ©

Creators

Jasmine Ou and Laura Wong



Getting Started



Here are some basic things you need to know to play the game! You will find the information about the main menu, the critter's home, the grocery store, the doctor's office, recreation, the nutrition system being used, and the high scores of the game.

Please check-up the information about the [main menu](#).

After you can check out the [critter's home](#).

Then review the [grocery store](#).

Afterwards you can look at the [doctor's office](#).

When that is done read about [recreation](#).

Then you can check out the [nutrition system](#).

Soon after you can look at the [high scores](#).

Then take a look at the [points system](#).

Finally, you can sneak a peek at the [tips and tricks](#) section.



The Main Menu



[Getting Started](#) > [The Main Menu](#)

This is the menu where you can choose to play a new game, resume an already started game, access the high scores, view the instructions or exit the game.



Here are the 4 options in a more detailed description:

Play

Continue Saved Game - This continues a previously saved game.

New Game - This starts a completely new game of CritterSitter by asking for the your name, their difficulty level and a specific colour.

High Scores

Displays the top 10 scores, the username and the number of points for these people.

Print - This prints a copy of the top 10 scores as well as the company name and logo. Make sure a printer is connected to your computer to use this function.

Instructions

Displays the instructions of how to play the game by getting clicking through the pages.

Quit

This quits the entire game and does not save an unfinished game.

Related Topics:

[The High Scores](#)

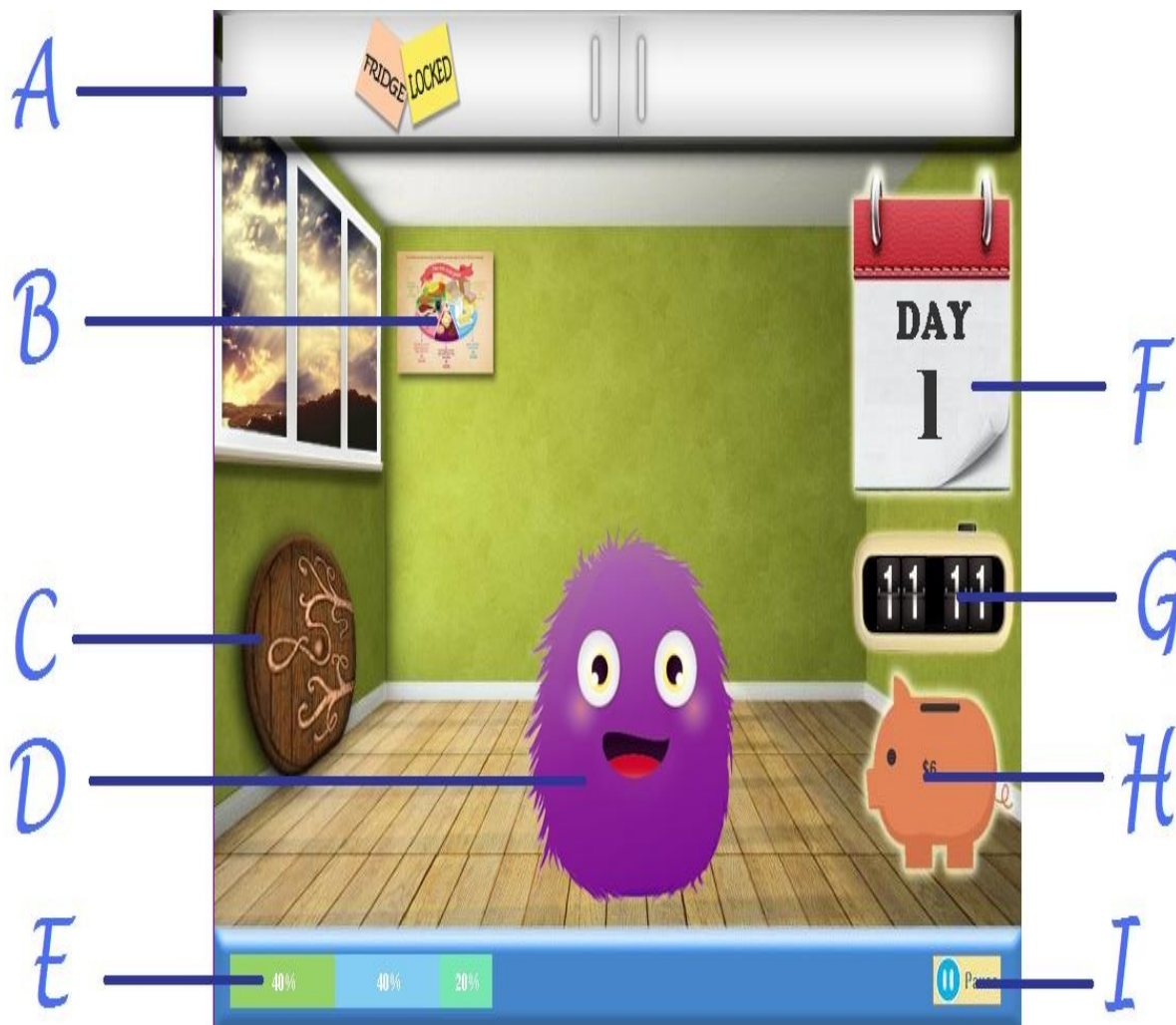


Your Critter's Home



[Getting Started](#) > [Your Critter's Home](#)

The critter's home is where you will raise your critter. The critter is displayed in the middle and all of the actions that can be done are around the critter. There are many things to be done here, like accessing the GPS Navigator, checking out the Nutrition Poster, accessing the fridge and much more!



A: The Fridge

The fridge shows the food that you have purchased for your critter. However, be wary of the time, because at certain time periods, the

fridge locks and you can't feed your critter anymore! You can access the fridge by hovering over it. Click on a food item and then you can choose to either feed it to the critter or throw it away to make fridge space.

B: The Nutrition Poster

The nutrition poster is used to tell the user how much of each food group they should be feeding their critter. It also shows the different percentages for each food group as a breakdown of what a healthy and balanced meal should look like. This poster can be accessed by pressing and holding down on the miniature poster located at the back of the room.

C: The Door

The door is how your critter goes out to buy groceries, play outside, visit the doctor, see their adoption papers as a pamphlet or return to the main menu. When you click it, you will encounter the GPS Navigator for options on where to go.

D: The Critter

Here is your fluffy and adorable critter, waiting for you to feed it, take it to the doctor, play with it and much more! Be careful though, because when you forget to feed it, your poor critter will become sick and you'll need to buy instant cure medication or feed it 2 healthy meals for it to recover.

E: The Fullness Bar

The fullness bar indicates to you how healthy your critter is and how much of each food group it has eaten so far per meal. Each colour represents a different food group. **Green** indicates fruits and vegetables, **yellow** indicates the grain products, **light blue** indicates dairy products, **pink** indicates protein products, **purple** indicates sugar and fats and **turquoise** indicates water.

F: The Calendar

The calendar shows the day number (either 1, 2, 3, 4 or 5) and when you hover your mouse over it, it shows the schedule of when each activity is closed and opened.

G: The Clock

The clock shows you the virtual analog time from 9:00 am to 9:00 pm where 1 hour in virtual time is equal to 30 seconds in the real world.

H: The Piggy Bank

The piggy bank shows the user how many points they have to spend. These points are given out as an allowance (easy receives 20 points per day, medium receives 15 points per day and hard receives 10 points per day) and rewarded for correct answers in recreation (5 points awarded for each correct answer), healthy meal combo (correct percentage ranges for 3 food groups reward you with 2 points), food group combo (correct percentage ranges for 4 or 5 food groups reward you with 5 points), by growing into a teen (rewards you with 35 points), by growing into an adult (rewards you with 35 points) by staying healthy at the end of the day (rewards you with 10 points),

F: The Pause Button

The pause button allows the user to pause the game, this is only accessible through the critter home, therefore you cannot pause the game throughout anything else. This can be accessed either by pushing the button or clicking the space bar key.

Related Topics:

[The Doctor's Office](#)

[Recreation: 3 Levels of Difficulty](#)

[The Nutrition System](#)

[The Points System](#)



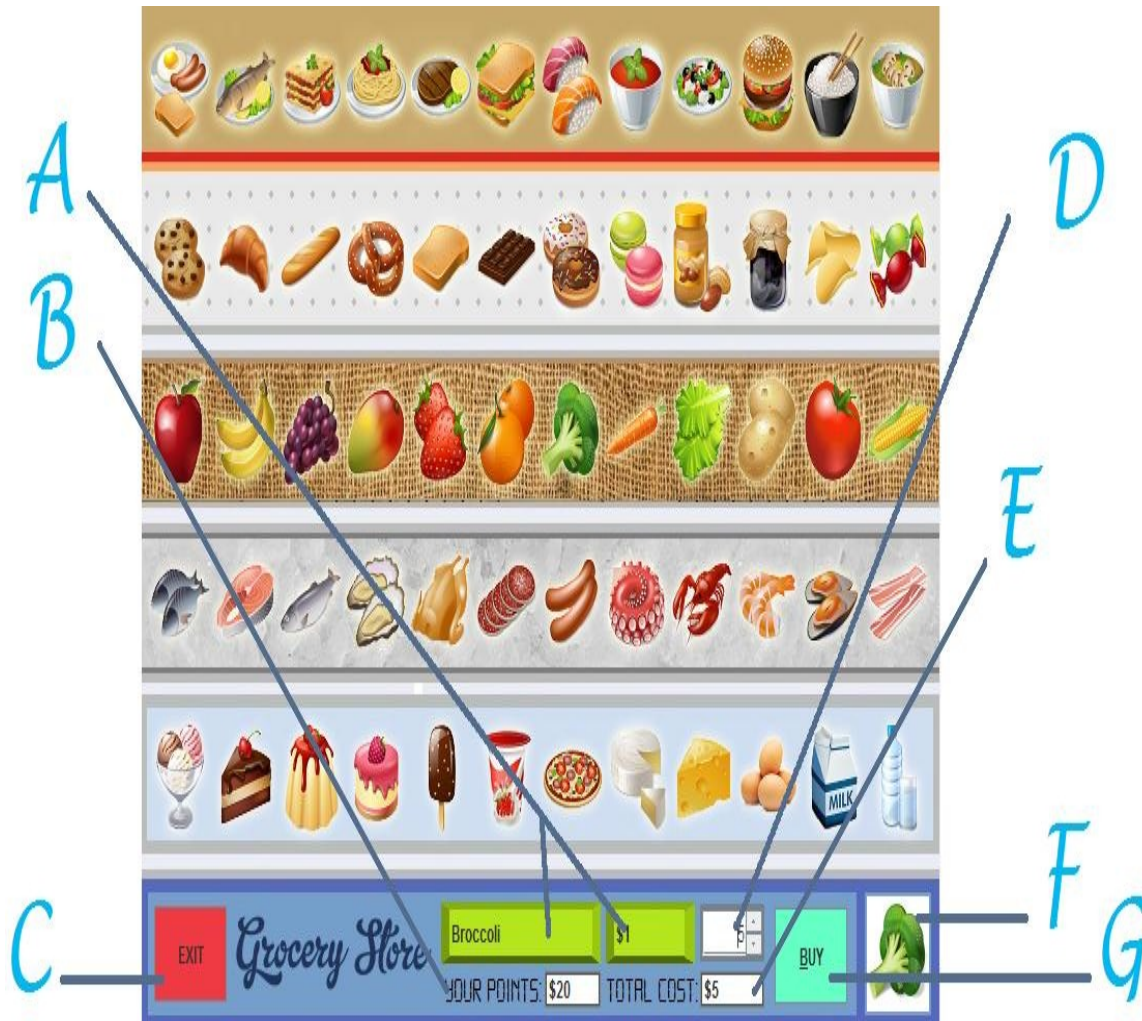
The Grocery Store



[Getting Started](#) > [The Grocery Store](#)

The grocery store is where you buy the food for your critter! Buying food is easy! Click the image, change the quantity (if you want) and then click the buy button (or you can click the alt+b keyboard shortcut). Just make sure you have enough room in your fridge because you can only store a maximum of 12 food items. You also must ensure you have enough money to buy your food because as we all know, food can be pricey!

The grocery store is split up into 6 different sections. The first being the food court with all prepared meals, the second being the shelves holding some treats and sauces, the third is the produce section containing the fresh fruit and vegetables, the fourth is the meat and seafood section with the meats and seafood available, the fifth is the freezer containing frozen treats, cheeses, beverages and more, the final section is the cash register where you decide how much to buy, where you actually buy the goods and where you exit the grocery store.



A: Item Name and Price

This displays the name of the item selected and its price.

B: Your Points

This label shows you how many points you have and is deducted after each time you buy food.

C: Exit

This is the exit button that allows you to exit from the grocery store.

D: The Quantity Chooser

Here you can change the quantity of the product you are about to buy, you can do this buy either typing in your desired amount or using the up and down buttons once it is in focus. Remember that you

can only make a purchase if you have enough fridge space and enough points.

E: The Total Cost

This shows you how much your food is costing you at the moment based on it's price and indicated quantity.

F: The Selected Food Icon

This is the icon of the food you have clicked on.

G: Buy

This is the buy button that allows you to buy the food. This can be pushed by either pressing the button or clicking the alt+b.



The Doctor's Office



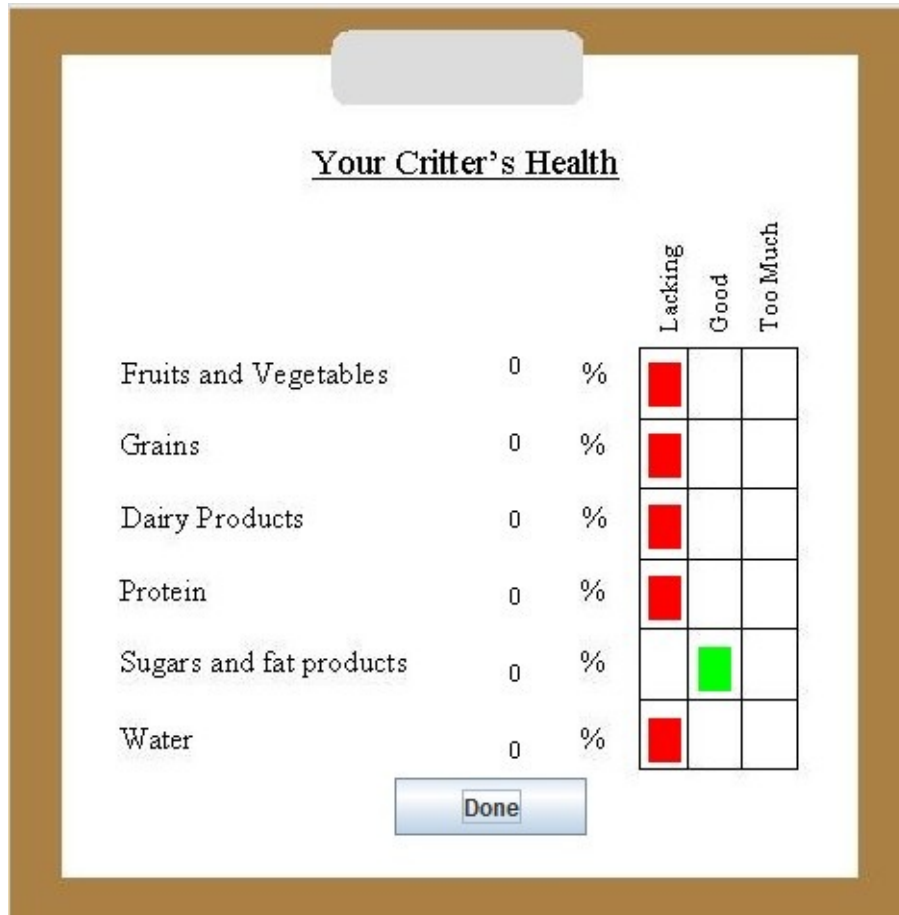
[Getting Started](#) > [The Doctor's Office](#)

The doctor's office is the place where you go to get your critter's health status from the previous meal. Here you will talk to the vet, Dr. Java, and he will tell you whether your critter is sick or not as well as give you some random advice to keep your pet healthy.



If your pet is sick, Dr. Java will request you to buy instant-cure medication for \$25.00. It's a bit pricey, but it will make your critter healthy again and able to grow again. Sickness will stunt your critter's growth and if your critter does not grow, you will have a low score! If you do not have enough money for this instant medication, Dr. Java will tell

you that the only other way your critter can be cured is if it is fed two healthy meals. After this, Dr. Java will ask you if you want a report on your critter's health. The health report is based on its most recently scheduled meal, including a breakdown of what food groups are lacking and what are eaten too much.



Related Topics:

[Your Critter's Home](#)

[The Points System](#)



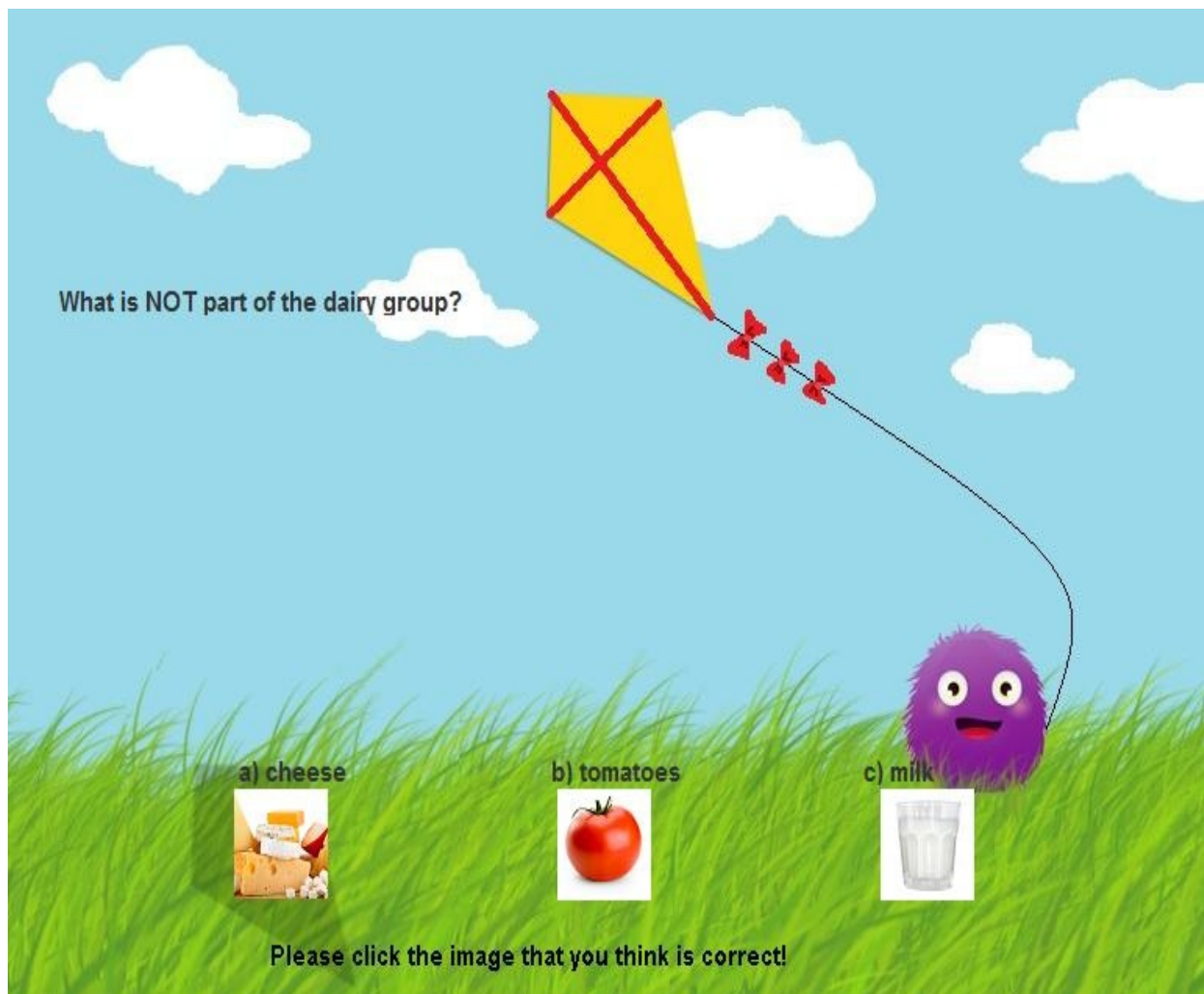
Recreation: 3 Levels of Difficulty



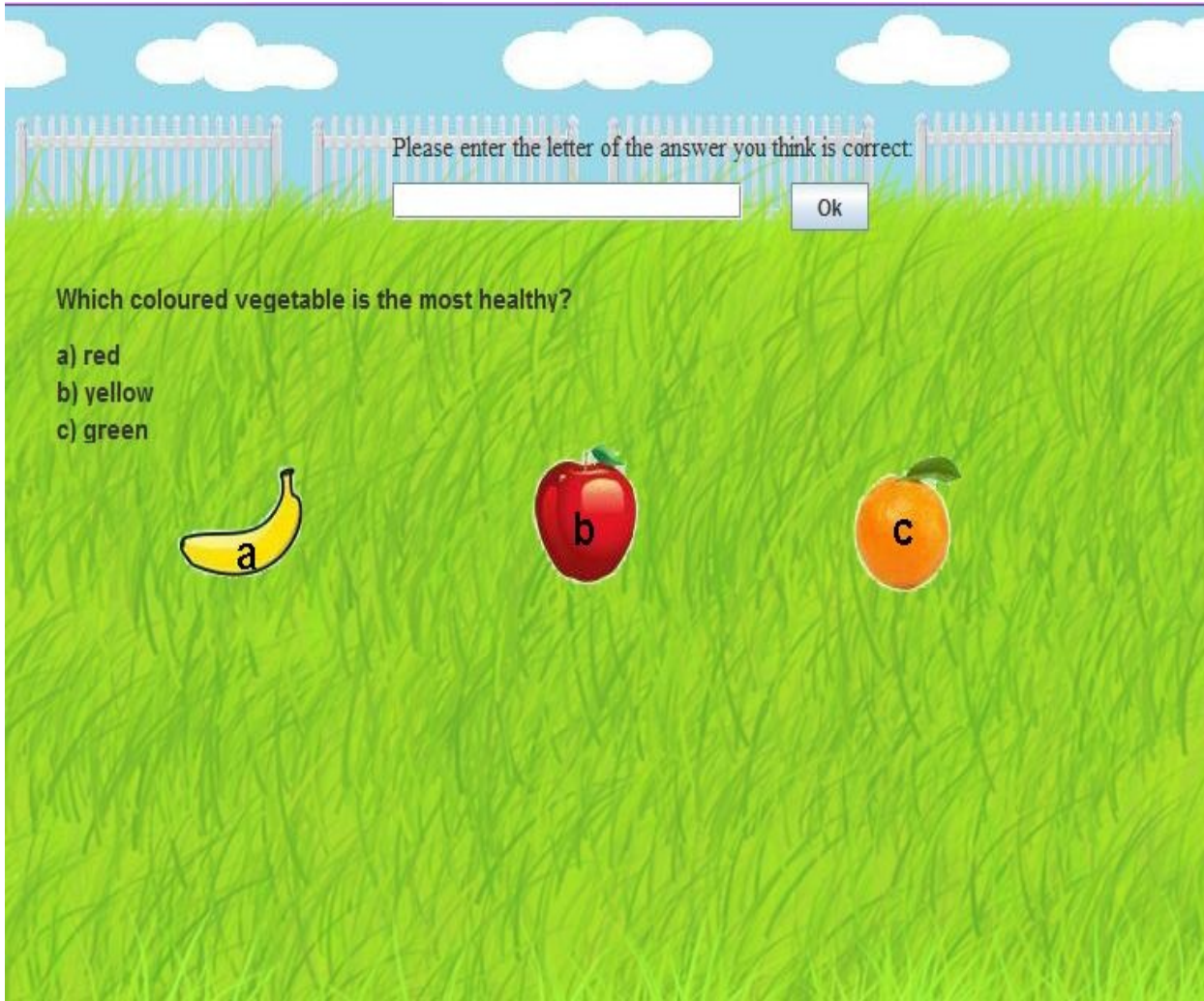
[Getting Started](#) > [Recreation: 3 Levels of Difficulty](#)

Recreation is where your critter goes to play outside and get physical activity, this physical activity is actually nutrition based questions for you to answer. Depending on the number of days you decided to adopt the pet for, the difficulty of your questions in recreation will increasingly get harder.

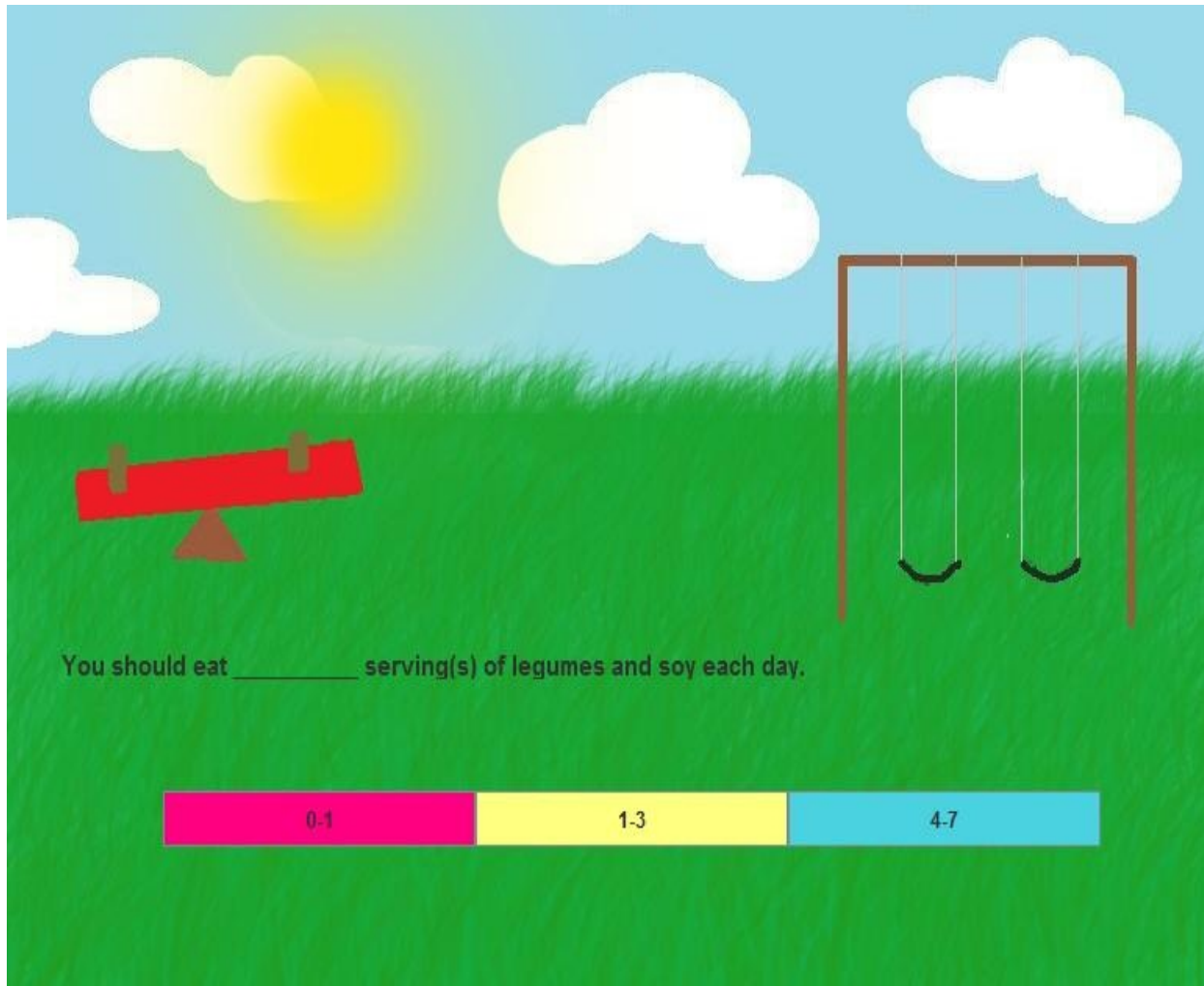
Here is what recreation would look like if you were raising the critter for 3 days: You need to click the image which you believe is correct.



Here is what recreation would look like if you were raising the critter for 4 days: You need to enter the letter of the answer you believe is correct.



Here is what recreation would look like if you were raising the critter for 5 days: You need to click the button with the answer you believe is correct.



Each game of recreation lasts for 3 different questions and you can decide if you want to continue to play all 3 at once, or 1 at a time! You can come back at any time! Also, recreation is a fun way for your critter to be rewarded with points, because each correct answer is worth 5 points! That's 5 more points to use to buy food in the grocery store!

Related Topics:

[Your Critter's Home](#)

[The Points System](#)

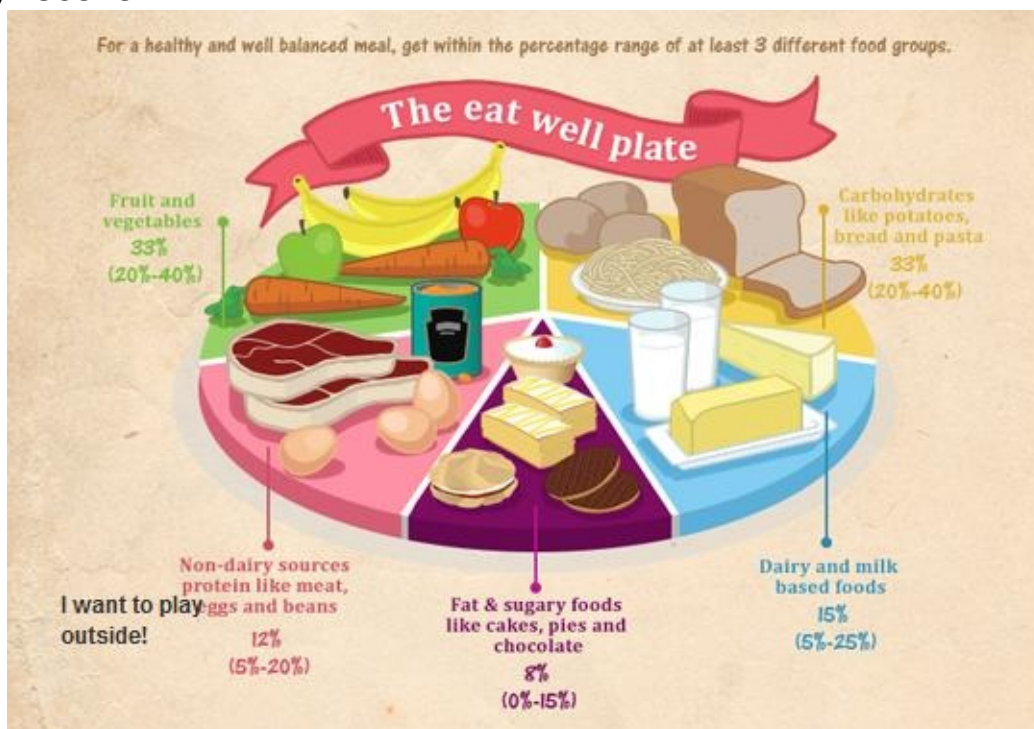


The Nutrition System



[Getting Started](#) > [The Nutrition System](#)

The nutrition system being used is the *Eat Well Plate*. It indicates what the user should be feeding the critter as well as the percentages of each food group the critter needs. Please ensure you know that after 3 unhealthy meals, your critter will fall ill, but don't worry! You can visit the doctor for instant medicine or feed your critter 2 healthy meals and it will easily recover.



Related Topics:

[Your Critter's Home](#)



The High Scores



[Getting Started](#) > [The High Scores](#)

The high scores page is where all the top 10 high scores are located. These scores are saved after each game the user plays counting how many points the user has as the final indication of their ranking. The high scores page also has a function where you can print the top 10 scores on a page. It is not however a screenshot, so the picture on your screen will not look the same when printed! Once done with the high scores page, you can exit and go back to having fun!

Position	Username	Level	Score
1	Jasmine	3	60
2	Laura	3	20
3	Jessie	2	60
4	Dewmi	3	60
5	Lizzie	3	20
6	Wanning	1	10
7	LALALALALA	1	60
8	Silly	3	20
9	Jen	1	1000

Related Topics:
[The Main Menu](#)



The Points System



[Getting Started](#) > [The Points System](#)

Throughout the game you can earn points and bonuses/combo by getting the:

daily allowance: Easy - 20 points per day

Medium - 15 points per day

Hard - 10 points per day

recreation reward: For every game you play outside and answer correctly, you earn 5 points.

healthy meal bonus*: If you get within the correct percentage range for 3 food groups, you earn 2 points.

food group combo bonus*: If you get within the correct percentage range for 4 or 5 food groups, you earn 5 points.

stayed healthy bonus*: If your critter is not sick at the end of the day, you earn 10 points.

growth bonus*: Grow once for 15 points and twice (adult) for 35 points.

Your final score is the sum of your current piggy bank points and the bonuses (*) earned throughout the game.

Points can be used as virtual money to purchase food or medication while bonuses are saved and added on to your final score.

However, earning a bonus is the same thing as earning points. The only difference is that the bonus is saved to be added to your final score later on, while points can be spent and

decremented. Therefore, if you do not spend the bonuses, they are worth double the points for the final score!

Keep in mind that the bonuses (*) are counted towards your final score

regardless of whether you spent it or not so they are more worthwhile to receive!

Related Topics:

[Your Critter's Home](#)

[The Doctor's Office](#)

[Recreation: 3 Levels of Difficulty](#)

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Tips and Tricks



There are several things to keep in mind while playing the game.

Tip #1: Use your points wisely, especially at the start of the game. Points run out quickly!

Tip #2: When feeding your critter a meal, press and hold [the nutrition poster](#) to double check whether or not the percentages of your fullness bar match with those of the poster guidelines.

Tip #3: Try to collect as many bonuses as possible (indicated by an asterix (*) in the [points system page](#)). This is because bonuses are saved and added to your final score (current points + bonuses) regardless of whether you spend them or not.

Tip #4: [Go outside](#) and play all three games because you are only allowed 3 per day and if you answer correctly for all 3 games, you earn 15 points!

Tip #5: Don't wait for the last minute. Visit [the doctor](#) as soon as your critter looks sick (commonly seen with droopy eye lids). If you do not either buy medicine to cure it, or talk to the doctor about how to make the critter recover, your critter's growth will be stunted! Until it is healthy again, your critter will not grow at all. That's a lot of bonus points lost right there.

Tip #6: Take your time and think through your decisions, but be efficient! The clock is ticking and before you know it, the fridge will be locked and your critter might end up missing a meal.

Take these tips into consideration and I am sure that they will help you win and prove to Dr. Java that you are a worthy critter sitter!





B

Bonus

Virtual money that is counted towards your final score regardless of whether or not it is spent.

P

Points

Virtual money used to purchase food or medication.