

# Develop

This page provides a detailed overview of the VPet game’s development system. It covers the entire development process, from the basic starting state to advanced features such as interaction, collection, and the Schedule system. The page also explains how to improve a VPet’s level and overall status through proper feeding, interaction, and learning, ultimately achieving the goal of personalized development.

## Basic Development Process

### Starting the Game

When you start the game, you will receive a cute VPet. The VPet begins at Lv. 1, with 100 currency and several basic initial stats.



### Feeding

At the beginning of the game, the starting currency is only enough to feed your VPet for a short period of time. If automatic feeding is enabled, the initial currency may be used up very quickly.

Therefore, new players are advised to pay attention to automatic purchases while idling. If your money is accidentally spent due to auto-buying, you can try reloading a previous save.

If you truly run out of money, you can purchase food worth less than 10 currency on credit from the shop as an emergency measure.



The specific functions of this panel can be found in: [Operation Method](#) in the entry [feeding](#)

### Interaction

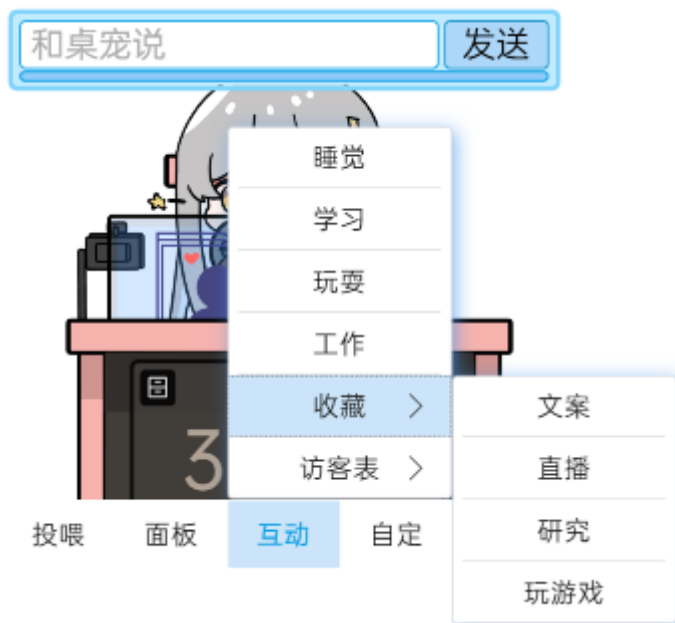
Interaction is the primary way for a VPet to obtain currency and experience. Each interaction lasts for a period of time and consumes stamina, mood, fullness, and thirst. (For exact values, see Interaction.)

It is recommended to earn currency first to ensure your VPet can afford food. After setting aside enough money for meals, you can focus on learning to develop your VPet, which unlocks more efficient interactions.

New VPets start at a low level and can only perform basic interactions with relatively low returns. By learning and increasing their level, more efficient interactions can be unlocked.



You can add your favorite **Interactions** to the collection, allowing you to start them quickly from the collection panel.



The specific functions can be found in: [Operation Method](#) in the entry [Interaction](#)

### Status

A VPet has four basic status states: Happy, Normal, Unwell, and Sick.

When the mood value is above 90%, the VPet enters the Happy state. Its animations will change, and favorability will continuously increase.

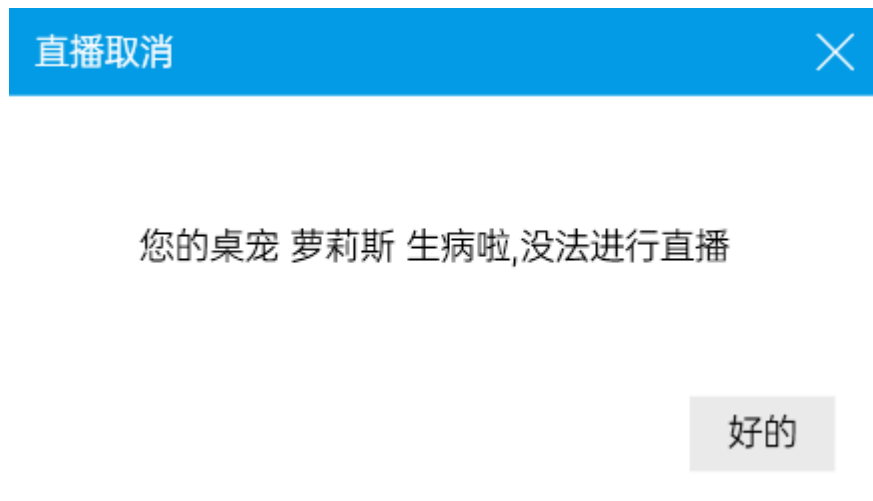
When the mood value is between 90% and 50%, the VPet enters the Normal state, with corresponding animation changes.

When the mood value falls below 50%, the VPet enters the Unwell state. Its animations will change, and health will continuously decrease.

Favorability reduces the mood requirement needed to trigger the Happy state.

When the health value drops to a certain level, the VPet enters the Sick state and switches to sick-specific animations.

While Sick, interactions and other actions are unavailable. To recover, you must feed medicine, maintain high fullness and thirst levels, or allow the VPet to sleep. (Note: Excess favorability gained from purchasing gifts can also be converted into health.)



To prevent a **VPet** from becoming **Sick**, simply ensure that its fullness and thirst do not drop too low. Becoming sick will not cause a **VPet** to “die”; there is no such mechanic in the game.

## Actions

A VPet supports multiple actions.

Long-pressing the head triggers dragging. You can drag the VPet and place it wherever you want.

Swiping or tapping the head triggers a head-pat action. Each action consumes 2 stamina and increases mood by 1.

Long-pressing the face triggers a face-pinch action. Each action consumes 2 stamina and increases mood by 1.

Swiping or tapping the head triggers body-related actions such as touching, tickling, or spinning. Each

action consumes 2 stamina and increases mood by 1.

## Speaking

Some of a VPet's speech may trigger special effects, which are displayed in the lower-right corner of the message box (such as increasing stamina or mood).

This feature has a cooldown and is affected by the VPet's current status. The better the status, the more positive the triggered effects will be.

## Advanced

After reviewing the previous sections, you should now have a good understanding of the basic development of a VPet. The following content covers advanced features of the VPet, which are intended for the mid to late stages of the game.

## Collection

Both Feeding and Interaction support the Collection feature. You can collect your favorite foods or interactions for quick access and use.

## Schedule

The Schedule is a management feature used to arrange a VPet's daily routine. (This feature only takes effect while the game is running.)

## Agency Enrollment

Before adding items to the **Schedule**, you must first purchase a plan from an agency. Employment agencies and training agencies correspond to daily managed **Interaction** for work and learning, respectively.

Purchasing an employment agency plan allows you to add work **Interactions** to the **Schedule**, while purchasing a training agency plan allows you to add learning **Interactions**.

Different plans are available, each with varying commission/efficiency, level requirements, and fees. You can choose a plan based on your needs.



### Schedule

After purchasing an agency plan, you can add work or learning Interactions in the Schedule options.



Then return to the **Schedule** menu to see the added **Interactions**.

Click the ↑ / ↓ buttons to adjust the order of the schedule. Click the X icon to delete a schedule entry.

Click the + icon to add a rest entry, and use the ↑ / ↓ buttons to adjust the duration of the rest.

If the total working time exceeds **70%**, the **Schedule** cannot be started.



After arranging the entries, click **Start Schedule**, and the **VPet** will follow the planned **Schedule**.

During this time, the **Schedule** can be stopped manually. Manually starting an **Interaction** will also interrupt the **Schedule**, requiring it to be started again.

## Online (Guest List)

You can create or join a Guest List to connect online with your friends. Online play provides cooperative bonuses, such as increased currency and experience gains.

The specific settings and usage can be found in: [Operation Method](#) the entry [Online \(Guest List\)](#)

## Photo Gallery

The Photo Gallery contains all VPet stickers, CGs, promotional images, and other artwork. The gallery is continuously updated.

照片图库 搜索图片 注: 照片图库内容禁止商用

筛选条件

类型

是否解锁

收藏  只看我收藏的

标签

 <input type="checkbox"/> 宅女	 <input type="checkbox"/> 应援	 <input type="checkbox"/> 哭哭	 <input type="checkbox"/> 芝士
 <input type="checkbox"/> 一拳	 <input type="checkbox"/> 吃瓜	 <input type="checkbox"/> 骄傲	 <input type="checkbox"/> 大哭
 <input type="checkbox"/> 点赞	 <input type="checkbox"/> 出走	 <input type="checkbox"/> 睡觉	 <input type="checkbox"/> 舔舔

< 1 2 3 4 5 >  全选

Images can be unlocked by meeting specific requirements for each VPet. The gallery supports filtering and allows images to be exported.

Clicking an unlocked image opens the image details page, which includes the image name, unlock date, and a brief description.

Images can be copied to the clipboard or saved individually.

图片详情

复制到剪贴板

保存



### 宅女

解锁时间: 2024/11/12 18:30:11

不是我宅，是我舍不得家。

照片图库 搜索图片 注: 照片图库内容禁止商用

筛选条件

类型

是否解锁

收藏  只看我收藏的

标签

<p>解锁条件 等级要求: 1000</p> <p>墨镜</p>	<p>解锁条件 零食总花费要求: 10000</p> <p>并 花费 50,000 解锁</p> <p>猫猫</p>	<p>解锁条件 好感度要求: 1000</p> <p>恶魔</p>	<p>解锁条件 金钱要求: \$64800</p> <p>并 花费 50,000 解锁</p> <p>女仆</p>
<p>解锁条件 满状态次数要求: 10000</p> <p>或 花费 5,000 解锁</p> <p>模糊</p>	<p>解锁条件 说话次数要求: 500</p> <p>或 花费 7,000 解锁</p> <p>很好</p>	<p>解锁条件 说话次数要求: 600</p> <p>或 花费 7,500 解锁</p> <p>石化</p>	<p>解锁条件 饮料总花费要求: 100000</p> <p>或 花费 9,000 解锁</p> <p>喝茶</p>
<p>解锁条件 好感度要求: 800</p> <p>或 花费 10,000 解锁</p> <p>拒绝</p>	<p>解锁条件 说话次数要求: 1800</p> <p>或 花费 11,500 解锁</p> <p>害怕</p>	<p>解锁条件 更好买总花费要求: 100000</p> <p>或 花费 12,000 解锁</p> <p>奶茶</p>	<p>解锁条件 更好买总花费要求: 150000</p> <p>或 花费 12,500 解锁</p> <p>嗦面</p>

< 1 2 3 4 5 6 7 >  全选

Images have multiple unlock conditions. Once unlocked, they remain permanently available.

## MOD

After experiencing the original version, you can explore the rich variety of VPet MODs. VPet is open-source and supports various MODs and the Steam Workshop.

If the automatic over-MOD optimization feature is enabled, there is no need to worry. The game will automatically calculate balance adjustments, and no non-over-MOD icons will be lost.

The specific settings and usage can be found in: [setting](#)the entry [MOD Management](#)□