***SHOP FUNCTION***

Transfer bagspace and Items array

- bool Leave = false;

- string ShopList[4] = {"Blueberries","Water","Stress Toy","Entertainment"};

- While Leave == false

- clear screen

- loop 3 times

- output the array

- end for loop

- Output amount of items Player can take

- Ask user what item they want

- Get input

- If Item space >= 1

- Subtract 1 from item space

- add one of that item to the Item array

- output the remaining item space

- wait 2 seconds

- else if Item space == 0

- clear screen

- output that the player has no space left

- wait 2 seconds

- set Leave to true

- end while loop

***FEEDING FUNCTION***

Transfer Food stat, Thirst stat, Stress stat, Sanity stat and Items array

- int FoodItem

- Clear screen

- Output the list of items the player can give

- Ask player to pick an item

- Get input

- if FoodArray[FoodItem - 1] > 0 and EnergyMeter >= 10

- if FoodItem == 1

- clear screen

- output that you used the item

- Hunger subtract 10

- Energy subtract 10

- subtract 1 of that item

- if Food < 0

- Food = 0

- else if FoodItem == 2

- clear screen

- output that you used the item

- Thirst subtract 10

- Energy subtract 10

- subtract 1 of that item

- if Thirst < 0

- Thirst = 0

- else if FoodItem == 3

- clear screen

- output that you used the item

- Stress subtract 20

- Energy subtract 10

- subtract 1 of that item

- if Stress < 0

- Stress = 0

- else if FoodItem == 4

- clear screen

- output that you used the item

- Sanity add 15

- Energy subtract 10

- subtract 1 of that item

- else if FoodArray[FoodItem - 1] == 0 or EnergyMeter < 10

- if FoodArray[FoodItem - 1] == 0

- clear screen

- output that you do not have that item

- else if Energy < 10

- clear screen

- output that the player is too weak

- else

- clear screen

- output that the option doesn’t exist