

Resources: [Figma Mockups](#) + [Tamagotchi Art](#)

Core Features:

- Growth Stages
 - Egg (3 possible options)
 - Alive
 - Dead (User can request new egg)
- Pet Stats (user interactions with each using a button)
 - Name
 - Hunger
 - Happiness
 - Cleanliness
- Layout
 - Home Page
 - Display pet
 - Display stats
 - Selection Page
 - Shows the types of eggs
 - Allows the user to pick one

Possible Features:

- Interactive elements
 - Drag and drop food onto the pet to feed them
 - Drag a sponge over the pet to clean them
 - Give the pet a toy to increase happiness
- Users can have multiple pets (limit of 3)
- Users get XP as they interact with their pet
- Users can feed pet multiple types of food
 - Add store where user can buy multiple types of food
 - Users use their XP to buy food
- Each user stat has a icon and progress bar

Tech Stack:

- Frontend: React + Vite
- Backend: Firestore