

Core MVP Features

- **Pet Stats** - Track essential stats such as:
 - Hunger (Full, Hungry, Starving)
 - Happiness (Happy, Neutral, Sad)
 - Energy (Awake, Tired, Sleeping)
 - Growth Stage (Baby, Child, Adult)
 - Baby: Just hatched, needs more frequent attention.
 - Child: Increased resilience but still needs care.
 - Adult: More self-sufficient but still interactive.
- **Actions/Interactions** - Allow users to interact with the pet via:
 - Feeding
 - Playing
 - Putting it to sleep
- **Notifications**: Give feedback based on pet status (“Your pet is hungry”)
- **Persistence**: Use local storage to persist data across page refreshes for a single user
- **Desktop-First Design**: Ensure the app is accessible and optimized for desktop, but also provides layouts for mobile devices