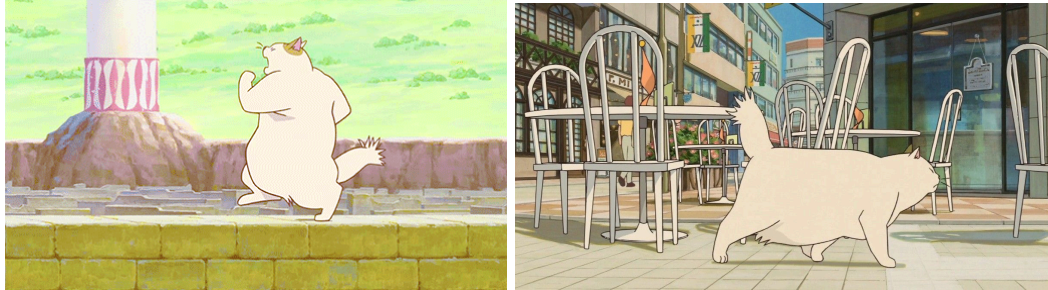


Team Member: Julia Chu (jcm0455), Silvia Fang (sfd1218), Janna Lee(jcl8960)

Project Overview: Tamatgochi inspired by The Cat Returns, features a unique “Hanger” system and multiple growth stages.



Core Gameplay User Stories

- As a player, I want to monitor my cat's "Hanger" level so that I can keep it happy and healthy
- As a player, I want to feed my cat fish so that I can reduce its hunger
- As a player, I want to play with my cat's whiskers so that I can increase its anger level
- As a player, I want to make my cat exercise so that I can manage its weight
- As a player, I want to see my cat grow and change appearance based on its life stage so that I feel a sense of progression

Metrics System: Weight <= exercising, Hunger <= feeding, Anger <= playing

Growth Stage: Kitten / Adolescent (anger rate is higher) / Fat / Old

- Cat grows depending on surpassing hunger threshold (frequency of feeding)
- Kitten -> Adolescent (feed 3 times)
- Adolescent
 - -> Fat (feed 5 times)
 - -> buff fat (feed 5 times + 3 times whisker)
- Fat
 - -> Old (feed 5 times)
 - -> angry old (feed 5 times + 7 times whisker)

Tech Stack:

React Typescript & Tailwind CSS/MUI (was going to do Swift but realized we need web app)

[Figma Link](#)