Summary
This project is a web application which allows users to take care of a virtual pet.

Background
This application was inspired by the popular Japanese “Tamagotchi” toys, which allowed consumers to take care of a handheld digital pet. Our goal is to bring this concept to the web through our application.

Solution
Our solution is to implement a web application where users can take care of their virtual pets. In order to most accurately recreate the “Tamagotchi” experience, we must incorporate key features such as stat tracking, event logging, and making the website accessible and functional across multiple form-factors. Everyone on the team will share equal responsibility for designing and implementing the app. We will use Github Projects for task management.

Project Schedule:
Nov. 3 – Write project proposal and design mocks
Nov. 24 – MVP fully implemented
Dec. 2 –Any extensions fully implemented

Deliverables & Goals
- User can keep track of hunger, sleep, hygiene, hydration, and happiness; user can interact with pet to improve these stats
    - Interactions can include feeding, playing, sleeping, and cleaning the pet
- User can evolve pet through several growth stages: baby, child, teen, adult, senior
- The pet’s stats should persist across refreshes and also carry through growth stages
- User can interact with the app easily and in multiple form factors (desktop, tablet, mobile)
- User can see a log of past events
- User can name their pet
- Extension: the application can support multiple users and retrieve the respective petes

Tech Stack
- React.js
- Next.js
- Firebase

Conclusion
In conclusion, we plan to implement the above features to develop a web application where users can take care of a virtual pet.