

Prioritization of features:

1. When the pet receives food it becomes less hungry.
2. The user is able to give the pet food.
3. The pet gets more hungry over time when not fed.
4. If not given food the pet dies.
5. If not cleaned the pet gets more dirty over time.
6. The user is able to clean the pet.
7. The pet gets unhappy when not cuddled with or when mistreated.
8. The user can cuddle with the pet and thereby make it happier.
9. The pet can poop.
10. The user can remove the poo.
11. The pet becomes ill when not treated well.
12. The user is able to cure the pet when it is ill.
13. The pet can express emotions creatively through facial expressions, sound, speech balloons etc.
14. When the pet is neglected the user receives notifications.
15. The pet can visit other pets.
16. The pet can receive children with a pet it visits.
17. The user is able to buy different things in the store for its pet such as food, clothes, weird random things and decoration.
18. The user is able to play with pet. This makes the pet happier.
19. The user is able to read about how to play CrayCray and taught how to play it.
20. The user is able to teach pet abilities (which are not yet specified).

Explanation: Sprint 1, Sprint 2, Sprint 3, Sprint 4, Sprint 5.

Proposed features:

- When the pet is fed but not hungry it gets fat.
- When the pet is not cuddled with for a while it starts to cry.
- If pet is ill a long time it dies.