# Make Cards

With your partner discuss the complete requirements listed below. You will need to break this project down into smaller tasks, so you are not simply copying each feature down. For example, you know you will need a login system for users to log in, so that is a card. The login system will need an SQL database, so that is another card. Creating and owning a pet will require a pets table in the database, so that is another card. Continue making cards until every possible step required to make this application is accounted for.

* Create/adopt a pet
* Create/adopt multiple pets
* Adopt abandoned pets
* Abandon pets
* Inventory of items
* Can get money
* Minigames give money
* Can spend money at NPC stores
* World map to go to stores/games
* Can feed pets items
* Can play with pets using items
* Pets get hungry/bored
* Can sell items in personal store
* Users can edit their pet’s page, preferably by using HTML and CSS
* Recolor/Customize Pets
* Referral Program
* Random Item drops while browsing
* Messaging Board / Chatrooms

# Identify MVP

Look through the cards and identify which of them are needed to make the smallest possible version of this game. It may not have all the features listed, but it is by definition an “Online Virtual Pets Game”. Set these cards into a separate pile.

For example, you probably don’t *need* multiple pets, or customizable pet pages, but you definitely need to be able to create a new pet when you sign up. You have to have at least one thing you can do with that pet, or else it’s not very fun.

What are the smallest number of cards you need to complete to make a game?