* Your Dojodachi should start with 20 happiness, 20 fullness, 50 energy, and 3 meals.
* After every button press, display a message showing how the Dojodachi reacted
* Feeding your Dojodachi costs 1 meal and gains a random amount of fullness between 5 and 10 (you cannot feed your Dojodachi if you do not have meals)
* Playing with your Dojodachi costs 5 energy and gains a random amount of happiness between 5 and 10
* Every time you play with or feed your dojodachi there should be a 25% chance that it won't like it. Energy or meals will still decrease, but happiness and fullness won't change.
* Working costs 5 energy and earns between 1 and 3 meals
* Sleeping earns 15 energy and decreases fullness and happiness each by 5
* If energy, fullness, and happiness are all raised to over 100, you win! a restart button should be displayed.
* If fullness or happiness ever drop to 0, you lose, and a restart button should be displayed.