What do hamsters eat?

* **Let your hamster eat well!** However, what they eat is just as important as how much they eat.  Hamsters like to pick out the tasty fattening food first out of the dish.  Often you’ll see the sunflower seeds disappear first, followed by the less fatty (and less tasty) seeds.   It’s very important that you provide your hamster with well-balanced food.  Just because they love sunflower seeds doesn’t mean that’s all they should eat!  Kids like cookies but need their fruits and vegetables, too.
* **Speaking of fruits and vegetables – hamsters need them too!**The best treats for hamsters are foods that are similar to what they might eat in the wild. Fresh (rinsed with water) veggies are good, and examples include carrots, squash, broccoli, cauliflower, cucumber, romaine lettuce, spinach and other greens. Fresh fruits (rinsed in water) are good too, such as apples, pears, bananas, grapes and most berries. But remember never to give any citrus fruits like oranges, limes, lemons or grapefruit.  Only give small amounts at a time.
* **whole grain breads and cereals**

<http://www.pethealthnetwork.com/all-pet-health/small-animal-health-care/top-10-ways-keep-your-hamster-healthy>

So I’m thinking

1. Sunflower seeds as the common “coin” currency. At the end of a level they are given a number of seeds as well as the stars they earned. This will make the player think it’s worth while to play the game because they get a good reward.
2. Mini carrots can be the premium currency. It can be used to purchase coins or aesthetical items as mini trophies around the town. Customization is an important part of town management games, it makes the player connect with the game because they’re making it “theirs”
3. Stars. The stars are used to upgrade the city hall and expand within the boundaries, so they push the narrative along. Similar to Gardenscapes, it can’t be earned.

If 3 currencies are too much, we can have either of the first 2. I thought about sunflower seeds as the main currency because it’s easier to represent, it is better than common grains but less than the premium one.

Mini carrots are used as treats for all small rodent pets, and most of the time they all like it. I thought about having 2 types of currency to add to the economical side of the game, to make the player think they have more choices than they actually have.

Stars are a part of the gameplay, and we can’t take it out. I think it should be the main focus of the game, similar to Gardenscapes, but the game would be lacking if it was the only one.

Seeds should be given at the end of each puzzle and as a daily reward for checking the app, while mini carrots can be given ONLY when a player finishes a puzzle with 3 stars. This way the player will think twice before spending it.