Design Documentation

The pet will have the following traits:

* Happiness (how happy the pet is)
* Love (how attached the character is to the player)
* Hunger (how hungry the pet is)
* Thirst (how thirsty the pet is)

The traits are influenced in the following ways:

* Love mainly increases from player interaction, e.g. petting the character, but also from high levels in the other categories
* When hunger increases, thirst decreases slightly
* When hunger and thirst increase, so does happiness slightly. When hunger and thirst decrease, so does happiness slightly.
* When happiness decreases so does love slightly.
* All attributes decrease slightly over time.

Core loop:

Rewards:

* Major reward is the pet becoming more attached to the player (deepening the bond)