Adopt me!

Here is a one-page Product Requirements Document (PRD) for your virtual customizable cat adoption app:

**Build a mobile first front end prototype using static prompts or mock JSON.** No backend or real data calls—this is for design approval only

**Product Requirements Document (PRD)**

**Title:** *Virtual Cat Creator – MVP*

**1. Problem**

People love pets, especially cats, but not everyone can adopt a real one due to lifestyle, allergies, housing restrictions, or cost. Current virtual pet apps often lack personalization and emotional connection. Users want a fun, creative outlet to design and "adopt" a virtual cat that feels uniquely theirs.

**2. Target Persona**

**Name:** Alex, age 25–40  
**Profile:** Digital-native, emotionally attached to pets, enjoys mobile games, character creation, or creative outlets like The Sims. May live in an apartment with no-pet policy or have limited time/resources for real pet care. Seeks personalization, cuteness, and shareability.

**3. Success Metrics**

* 70% of users fully customize and save a cat
* 40% return within 3 days to view or edit their cat
* 25% share their cat via screenshot or link
* Positive qualitative feedback in post-launch survey (e.g. “fun,” “cute,” “easy to use”)

**4. Happy Path**

1. User opens app and is greeted with an intro prompt to “Adopt Your Cat.”
2. User customizes the cat by choosing:
   * Fur color and pattern
   * Eye color
   * Size (kitten, adult, chunky, etc.)
   * Attitude (mellow, curious, snarky—represented visually and/or via animation)
   * Neck accessory (bandana, bow, collar, etc.)
   * Name
3. User previews the cat in a simple animated scene
4. User taps “Adopt” and receives a confirmation animation + cat profile screen
5. User can save their cat locally and/or to a simple account (or device-based cache)
6. Optional: User can screenshot or share via image export

**5. Out-of-Scope (for MVP)**

* Feeding, petting, or interacting with the cat
* Social features (friends, likes, comments)
* Other animals (dogs, rabbits, etc.)
* Multiple cats or collection features
* In-app purchases, monetization, or ads

**6. What We Can Fake (for MVP demo or launch)**

* Animations can be limited to canned loops for each attitude
* No actual account system—data can be saved to local storage or cookies
* Sharing can export an image rather than integrate social APIs
* “Adoption certificate” or onboarding screens can be static or templated
* Personalities don’t require AI; just use static text and visual cues

Let me know if you want to turn this into a pitch deck, UX wireframe, or dev handoff next.