Software Solution:

Object 1: Carrier Snake for customers to submit orders. Change the snake to a digital snake that moves across your computer screen with the box when you put in an order for snakes online.

Properties: Green, cute, red tongue, Sits in point A on the screen

Behaviors: Moves from poin A to B when the customer submits the order. Sticks tongue out a few times. Slithers along.

Object 2: Box. Changed to approved packaging for snakes. Has air holes, crumbled newspaper and cotton batting, Comes with a heat or cold pack, depending on the weather (*How to Ship*).

Properties: Has air holes, crumbled newspaper and cotton batting, Comes with a heat or cold pack, depending on the weather.

Behaviors: Sits still. Keeps snakes from escaping, getting to hot or cold, and keeps them comfortable.

Object 3: Carrier snake for bringing customers their orders.

Properties: Car. Moves much faster than a snake, but is modified to look like a snake. Has a human driver.

Behaviors: Moves much faster than a snake. Goes from the department to the customer's house and back again. No longer gets distracted by warm spots and mice.

Bibliography

How to Ship Live Reptiles. (n.d.). Morph Market. Retrieved November 7, 2023,

from https://support.morphmarket.com/article/58-how-to-ship-live-reptiles