|  | DOG | | CAT | | FISH | |
| --- | --- | --- | --- | --- | --- | --- |
| per day: | Feed: 5 | +5 | Feed: 5 | +10 | Feed: 5 | +10 |
| Clean: 25 | +5 | Clean: 10 | +5 | Clean: 20 | +5 |
| Pet: 50 | +10 | Pet: 50 | +10 | Pet: 0 | +10 |
| Speak: 30 | +5 | Speak: 20 | +5 | Speak: 15 | +5 |
| Play: 20 | +10 | Play: 10 | +5 | Play: 5 | +5 |
| Sleep: 15 | +5 | Sleep: 30 | +10 | Sleep: 25 | +10 |
| general: | Feed | +1 | Feed | +2 | Feed | +2 |
| Clean | +1 | Clean | -1 | Clean | +2 |
| Pet | +2 | Pet | +1 | Pet | -1 |
| Speak | +1 | Speak | +1 | Speak | +1 |
| Play | +2 | Play | +1 | Play | +1 |
| Sleep | +1 | Sleep | +2 | Sleep | +1 |

\*\*\* these don’t have to be the definitive points, it’s just an idea \*\*\*

* Click “play” ---> “play” animation ---> mud appears ---> alert(clean your pet)
* If the play counter is divisible by 5 ---> alert(your pet needs some sleep)
* If the feed counter is greater than 5 ---> alert(your pet needs to play)
* If the sleep counter is greater than quota ---> alert(your pet needs to play)
* Love bar = 1000pts
  + When 1000 pts earned ---> alert(you maxed out the love bar! you and [pet name] are best friends)
  + Prize awarded? Special collar, trophy, golden treat?
  + After the love bar is maxed out, should we still track points and have alerts for every 1000 points?