**Project Documentation**

GitHub URL: <https://github.com/evazcy0223/merj>

Files in our Repository:

* Pet.swift
  + This is the class used to create instances of the pets used in the game
* AppDelegate.swift
  + This file was created by the XCode project to facilitate the functions in the app
* SceneDelegate.swift
  + This file was created by the XCode project to facilitate the functions in the app
* User.swift
  + This class creates an instance of the user’s character in the game
* ViewController.swift
  + Shows the main screen
  + When the user first opens app, this is the first look they get
* LaunchViewController.swift
  + This is the welcome screen for the app. It gives the user options to use a returning pet or create a new pet for gameplay
* ChoosePetViewController.swift
  + This is the screen that allows the user to select one of three pets that they would like to use for gameplay. The pet options are displayed on the screen
* EatViewController.swift
  + Shows a modular view of the Feeding screen
  + When the user is shown this screen, they will be prompted to feed their pet
* SleepViewController.swift
  + Shows a modular view of the Sleeping screen
  + When the user is shown this screen, they will be prompted to input the amount they slept.
* StoreViewController.swift
  + Shows a modular view of the Store screen
  + Here, the user will be able to medicine to heal their pet as well food to feed their pet
* Assets.xcassets
  + Here is where images for the app will go
* Main.storyboard
  + This is the diagram of the screens for the app. The diagram describes the overall architecture of the app
* LaunchScreen.storyboard
  + This file shows the screen that is displayed when the app is loading
* Info.plist
  + This file is created by the XCode project to facilitate functions in the app

Front-End Documentation:

* ViewController.swfit
* LaunchViewController.swift
* EatViewController.swift
* StoreViewController.swift
* Main.storyboard
* LaunchScreen.storyboard

Back-End Documentation:

* Pet.swift
* User.swift
* Assets.xcassets
* AppDelegate.swift
* SceneDelegate.swift
* Info.plist

Final Thoughts:

* Throughout the week, we will add the features to our app that are still being developed. Once the features are added, we will transition to improving the user-interface and making the best gameplay experience possible. We will work to make the interface more aesthetically pleasing to the eye as well.