**Pixel Pet**

Team MERJ

Description:

Pixel Pet is an iOS game inspired by old-school real-time pet simulation video games. As the name suggests, the characters in our pet app have a pixelated form. This game aims to provide users with a fun way to keep track of their sleeping and eating habits throughout the day, by observing how it affects their virtual pet. The target audience is anyone who enjoys old school video games and would like maintain a healthy lifestyle. This is done by logging the amount they’ve slept each morning and making a note of meals and snacks consumed throughout the day.

Ryan Austin:

* Wrote and tested the Pet class
* Developing the shopping feature
* Completed Timeline
* Edited video

Mariafernanda Hernandez:

* Developed UI
* Developing some of the images to use in UI
* Wrote and implemented the data saving aspect of the app
* Wrote and implemented retrieving data from different View Controllers within the app
* Designed the way “screens” (View controllers) flow with each other

Jessica Martinez Marquez:

* Developed UI
* Planned meeting times
* Designed layout of the UI “screens” (View Controllers)
* Arranged the constraints of the screens to be used on different phone types
* Wrote and implemented the interactive functions

Eva Zhou:

* writing the User class
* Designed the launch view screen
* Designed and created the original Pixel Pet characters available for the user to choose from