**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
* 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
* 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

Front-End Documentation:

* ViewController.swfit
* EatViewController.swift
* StoreViewController.swift

Back-End Documentation:

* Pet.swift
* User.swift
* Assets.xcassets

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.