**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. The target audience is anyone who enjoys pets and observing their development.

Ryan Austin:

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

Mariafernanda Hernandez:

* Developed UI
* Developing some of the images to use in UI
* Designing pet characters
* Designed the way “screens” (View controllers) flow with each other

Jessica Martinez Marquez:

* Developed UI
* Planned meeting times
* Designing pet characters
* Developing some of the images to use in the UI

Eva Zhou:

* writing the User class
* Designed the main view screen