***HAS:***

- Name - Happiness

- Age - Hunger

- Health - Cleanliness

- Type

**DINO**

DRAGO

RINNA

REX

***CAN:***

* Sleep - Generate Money
* Die - Play
* Eat - Get hungry
* Get bored - Poop

**USER**

***HAS:***

- Name - Money

- Difficulty Level - Inventory

***CAN:***

* Clean - Shop
* Take out - Pet
* Take home - Give medicine
* Feed

SHOP

MEDICINE

TOYS

-Gun - Shovel - Girdle

FOOD:

-Skull - Bone - Flesh

PARK

PLAYGROUND

POOL

PLACE

HOME

SANDBOX