How to Use

1. On start-up you will see the load screen:
   1. If there is a saved pet then you will be asked if you would like to load it
      1. Press left button for “Yes” or right for “No”
   2. If there is no saved pet then a new one will be created
2. You will now see the main screen of the simulation
   1. The development stage is in the upper left of the screen
   2. The age is in the upper right
   3. The happiness (H) is in the lower left
   4. The fullness (F) is in the lower middle
   5. The cleanliness (C) is in the lower right
3. The pet will automatically evolve from egg to young when it is at least 5 seconds old
4. Now that it is old enough you will notice that its stats will decrease sometimes:
   1. Happiness decreases every 7 seconds
   2. Fullness decreases every 11 seconds
      1. If fullness reaches 0 then happiness will be set to 0
   3. Cleanliness decreases every 20 seconds
      1. If cleanliness reaches 0 then happiness will be set to 0
5. Pressing the buttons will run the various pet functions:
   1. Left: play pet
      1. If the happiness is less than 2 and the fullness is at least 2 then happiness will increase by 1
   2. Right: clean pet
      1. If cleanliness is 2 or higher then it will be reset to 3 but happiness will decrease by 1
      2. If cleanliness is less than 2 then it will increase by 1 and happiness will increase by 1
   3. Down: feed pet
      1. If the fullness is less than 3 then it will increase by 1
      2. If the fullness is 3 or 4 then it will be increased to the maximum and happiness will be set to 0
   4. Up: grow pet (age up)
      1. If the pet is at least 35 seconds old, happiness is at least 1 and fullness is at least 3 then the development state will increase from young to adult
6. Pressing the select button will open and close (toggle) the menu
7. When in the menu pressing buttons will run various functions:
   1. Up: Create new pet
      1. A new pet overwrites the current pet but does not affect any saved pet
   2. Left: Save and Exit
      1. The current pet is saved and the simulation is stopped
   3. Right: Delete saved pet
      1. The saved pet is deleted (it is replaced with a new pet)