**Virtual Pet Documentation**

**Pet Class**

Constructors

* Pet()
* Pet(string name, string species) - Sets Name and Species of pet

Fields

* *string* Name
* *string* Species
* *int* Health
* *int* Boredom
* *Int* Hunger

Methods

* GetHealth() - returns Health
* GetBoredom() - returns Boredom
* GetHunger() - returns Hunger
* GetName() - returns Name
* GetSpecies() - returns Species
* Tick() - decrements Health by 5, increments Boredom and Hunger by 5
* GetStatus() - writes Hunger, Boredom and Health to Console
* Play() - increases Hunger and Health by 10, decreases boredom by 20
* Feed() - decreases Hunger by 40, increases Boredom by 10
* SeeDoctor() - increases Health by 40, decreases Boredom

**Shelter Class**

Constructors

* Shelter()

Fields

* *List<Pet>* ShelterList

Methods

* GetStatusAll() - Prints Name, Hunger, Boredom, Health of all pets in ShelterList
* Interact() - Gives user menu to choose which pet to interact with.
* ChoosePet()- Gives user a list of pets to choose. Returns chosen Pet object.
* InteractWithOnePet(Pet chosenPet) - Gives user options to Play, Feed, or See vet for the chosen pet.
* InteractWithAllPets() - Gives user options to Play, Feed, or See vet for all pets in ShelterList.
* AddtoShelter(Pet homelessPet) - Adds homelessPet to ShelterList
* RemovefromShelter(Pet homelessPet) - Removes homelessPet from ShelterList