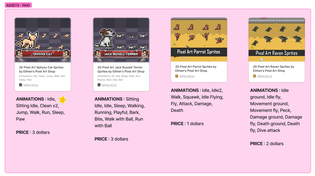
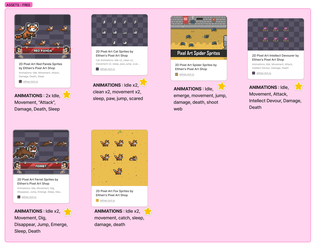
DESKTOP PET





INTERACTIONS

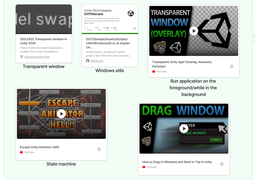
- Click on cat to pet and raise affection level (level display + purr sound)
- Drag and drop the pet around (use one of the jump frame)

SAVE

- Hunger (Animal)
- Affection level (Animal)
- schedule (Settings-GameHandler)
- Audio
- Background

CAT

- Hunger (display bubble when food bowl is empty and cat hungry)
- Affection level (different display upon click)
- Runs after the mouse sometimes
- Plays with the mouse if in a certain radius (jump)
- Moves from time to time
- Schedule (awake-sleep)
- Mood display from time to time
- Basic state machine
- Eat fish



SETTINGS

- Credits
- (Background or Foreground
- Schedule (awake-sleep)
- Disable/Enable audio
- Quit

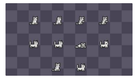
Interaction

- Click to open
- Click and drag to move

Other

- Game icon

ANIMATION : CAT



- IDLE 1 — Random
- IDLE 2 — Random
- CLEAN 1 — Random
- CLEAN 2 — Random
- WALK — Movement
- RUN — Chase mouse
- SLEEP — Random/Schedule
- PAW — Pet
- JUMP — Attack mouse
- SCARED — Hungry
- DRAG — Dragged

ANIMATION : INTELLECT DEVOURER

- IDLE — Random
- WALK — Movement
- JUMP — Attack mouse
- DEVOUR — Hungry
- PAW — Pet
- SLEEP — Random/Schedule
- DRAG — Dragged

ANIMATION : FERRET

- IDLE 1 — Random
- IDLE 2 — Random
- WALK — Movement
- JUMP — Attack mouse
- Dig — Hungry
- DEATH — Pet
- SLEEP — Random/Schedule
- DISAPPEAR — Random
- EMERGE — After disappear
- DRAG — Dragged

ANIMATION : SPIDER

- IDLE — Random
- WALK — Movement
- JUMP — Attack mouse
- DAMAGE — Hungry
- SHOOTING — Pet
- DEATH — Random/Schedule
- EMERGE — Dragged

ANIMATION : RED PANDA

- IDLE 1 — Random
- IDLE 2 — Random
- WALK — Movement
- JUMP — Attack mouse
- DAMAGE — Hungry
- DEATH — Pet
- SLEEP — Random/Schedule
- DRAG — Dragged

ANIMATION : PARROT

- IDLE 1 — Random
- IDLE 2 — Random
- IDLE 3 — Random
- WALK — Movement
- FLY — Movement
- DAMAGE — Hungry
- SQUAWK — Pet
- SLEEP — Random/Schedule
- ATTACK — Attack mouse
- DRAG — Dragged

ANIMATION : DOG

- IDLE 1 — Random
- IDLE 2 — Random
- WALK — Movement
- RUN — Chase mouse
- BITE — Attack mouse
- BARK — Hungry
- PLAYFUL — Pet
- SLEEP — Random/Schedule
- DRAG — Dragged

ANIMATION : SPHYNX

- IDLE 1 — Hungry
- IDLE 2 — Random
- CLEAN 1 — Random
- CLEAN 2 — Random
- WALK — Movement
- RUN — Chase mouse
- SLEEP — Random/Schedule
- PAW — Pet
- JUMP — Attack mouse
- DRAG — Dragged

ANIMATION : FOX

- IDLE 1 — Random
- IDLE 2 — Random
- WALK — Random
- CATCH — Attack mouse
- DAMAGE — Hungry
- SLEEP — Random/Schedule
- DEATH... — Pet
- DRAG — Dragged

ANIMATION : CROW

- IDLE 1 — Random
- IDLE 2 — Random
- WALK — Movement
- FLY — Movement
- DAMAGE — Hungry
- PECK — Pet
- SLEEP — Random/Schedule
- ATTACK — Attack mouse
- DRAG — Dragged

Savefile:
C:\Users\mario\AppData\LocalLow\Mariarco Studio\DesktopPet