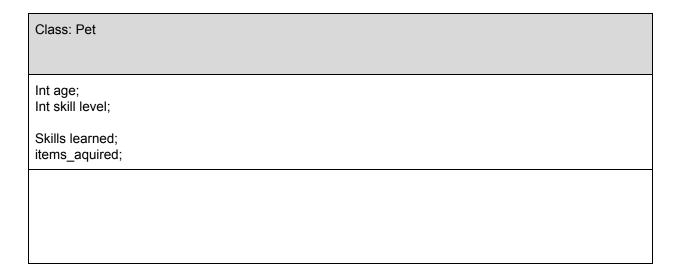
Lucas Naumowicz Pet Project UML

Class: Program	
Bool loop;	
Main()	

```
Class: Game

public static int Pet_Choice;
public static string Pet_Name;
public static string Pet_Color;
public static string Pets_Fav_Food;
public static int Pet_Size;
public static string[] Player_Pet_Choice = new string[] {"Dog", "Cat", "Bird" };
public static string[] Player_Pet_Size = new string[] {"Small", "Medium", "Large" };
public static string Petter = Player_Pet_Choice[Pet_Choice];
public static string Petter_Size = Player_Pet_Size[Pet_Size];

Start()
CreatePet()
```



```
Class: Player
       public static int score;
       public static int currency;
       public static bool obtained_Extendo_Arm;
       public static bool obtained_Robot_Feeder;
       public static bool obtained_PetInternet;
       public static bool has_PlayerPatPet;
       public static bool has_PlayerFedPet;
        public static bool has_GivenTreats;
       public static bool is_spoiled;
       static int spoiled;
PetReset()
FeedPet()
PlayPet()
PatPet()
GivePetTreat()
Calculate_Score()
BoolReset()
```

Class: Time
Int day_number; Int Total_days;
YearCheck() TotalDay() New_Day()
Class: Item
Int treats;
Check_inventory() Item_Functions()
Class: Store
Int Toy_Cost Int Treat_Cost; Int NumberofTreats; Int StoreChoice;
Buy_Item()