* User interface
  + Multiple screens >=5
    - Game screen
    - Main menu
      * Start and load games
      * Tutorial/Information
        + Minimum text-based instructions explaining features
        + Game icon
        + Developers, team #, term, class acknowledgement
      * Parental controls
      * Exit
  + Keyboard shortcuts
  + Input feedback (sound, etc.)
* Gameplay
  + Different pet types >=3
    - Pet info and descriptions
    - Sprites
  + Save states
    - Manual and/or automatic, with notifications
  + Vital Statistics
    - Health, Sleep, Hunger, Happiness
      * Progress bar
      * Auto-decrement/increment
      * Pet danger status at 25%, with feedback
  + Rules
    - Health depleted = death
    - Sleep depleted = sleep state
    - Hunger depleted = happiness decrement
    - Happiness depleted = anger state (removed at half)
    - Score tallying, modified by user interactions
  + Interactions
    - Sleep: sleep state until sleep it maxed
    - Feed: select from a variety of foods with different properties from inventory
    - Gift: happiness, different gift types
    - Take to vet: Heal and cooldown interaction
    - Play: happiness, with cooldown
    - Exercise: lowest sleep and hunger, increases max health
  + States
    - Dead, Sleeping, Angry, Hungry, Normal
      * Sprites for each state
  + Inventory
    - Food and Gifts, >=3 variations per,