

1. Which tech stack to use? For this project, I'd like to focus on Node/React to gain better understanding and be able to present a more diverse project portfolio.
2. Front-end UI or back-end the main focus? As this app will be heavily-focused on user's input for the different aspects of the app, mostly focusing on a sophisticated front-end, with a more simple back-end.
3. Website or mobile app? I'm leaning towards mobile app as that would be a new avenue I haven't explored yet, and might be a more enjoyable experience for the user/more accessible for younger audiences.
4. What goal does the app seek to achieve? The main goal is entertainment, the user should feel excitement to see what random events/dialogue occur, and how their pet grows through interactions with it. The mix of predictable actions/inputs and unpredictable outcomes should be the main focus.
5. What is the demographic of users? The demographic will be younger audiences and possibly adults that are familiar with the genre of browser-based 'games' like Neopets.
6. What data is involved? Planning to use an API to generate random events or dialogue that will influence the app and user experience in different ways. Events should manipulate the pet's data and also the user's inventory and wallet. Assets and numbers will be manually inputted.
7. Outline the approach of creating the project.
  - a. What does the database schema look like? There should be a user's table so that users can log in and access their data. A table for the pets that reflects their vitals/exp/levels which will change frequently.
  - b. What kinds of issues might you encounter? Might be tricky to match events to outcomes for the user, such as gold increase/decrease by how much, for which events, same with pets exp increase/decrease. Also run the risk of making something too simple /boring that the user will give up on within a day. Good balance of rewards/demerits.
  - c. Any sensitive info? Only a user's e-mail and password, standard for apps requiring authentication.
  - d. What functionality will your app include? The main functionality is how the pet's stats, the inventory, and the wallet change for each user based on the way they interact with the app.
  - e. What will the user flow look like? User creates account, then they select and name a pet with base stats, then they choose how to interact with the pet aka feed play with it based on what's in their inventory (base items provided), new interactions result in exp/gold gained, which can be used in the shop to buy new items.
  - f. What are the stretch goals? The long-term goal is to incorporate more impressive assets (probably outsourced to an artist) and to create interactive minigames similar to what Neopets provides today (used to be Flash-based) that users can play during their sessions and gain rewards that way.