create your very own Tamagotchi app for Android, featuring a welcome page that leads users into the game, where they can play, feed, and clean their virtual pet while keeping a close eye on the pet's health, hunger, and cleanliness status. Same as Assignment 1, make sure to utilise GitHub and GitHub Actions, just as you did before. Requirements: 1. User Interface (UI): • Design an engaging and welcoming app interface, incorporating images, customisations for colours, and fonts to give it a unique feel. • Ensure that the pet's image changes according to the type of action it is performing; for instance, when you click "feed," it should reflect this action. • Refer to the provided example to visualise how the app should appear and how various elements should be arranged

Welcome Screen Logic: • Develop a welcome screen featuring an image of your pet and a warm welcome message. • Implement a button on this screen that directs users to the second screen upon clicking. 3. Second Screen Logic: • Present an image of your pet on this screen. • Incorporate three buttons representing the following actions: 1. Feed 2. Clean 3. Play • Implement the following logic for these buttons: 1. When clicking the "Feed" button, change the pet's image to match the feeding action icon, and update the pet's status values (such as health, hunger, and cleanliness) at the bottom accordingly. Research similar games for guidance on how to handle this interaction

When clicking the "Clean" button, change the pet's image to match the cleaning action icon, and similarly update the status values. 3. When clicking the "Play" button, change the pet's image to match the playing action icon, and once again, update the status values based on the action performed. Look into existing games with similar mechanics to understand how they manage this process effectively.