

	Increased by	Decreased by	Influence
Happiness 0..1	Playing	Sleeping Needing attention	Need for attention
Submission 0..1	Eating snack Getting attention	Eating meal	Accepts to play Pooping period
Food 0..1	Eating snack Eating meal	Being awake Sleeping	Pooping period
Health 0..1	Sleeping Eating meal	Eating snack	
Rest 0..1	Sleeping	Being awake	Accepts to play
Poops 0, ..., n	Pooping	Toiletting	Health decrease
Toilet lvl 0, ..., n	Toiletting		Happier when using toilets