The game I made, I believe is very friendly and would not require any instructions for a beginner. It starts directly if there isn’t any other game saved and if there is, would enter a menu where by pressing the left key would start a new game and by pressing the right one would load the last save. Entering a new game would aging and all the specifications would begin to apply. For increasing the happiness the user need to press the RIGHT Key, for fullness the UP Key and for development stage the LEFT Key. For entering the menu the user need to press the SELECT Key. After he enters the menu, the game would pause and he would have the following options: RIGHT-save the statistics, UP- delete the saved virtual pet, LEFT-Start a new virtual pet and DOWN-Leave the menu. When the age of the pet would reach 9:59 the pet would die and the program will print „GAME OVER”, „WELL PLAYED” and the game would go to the start menu again.