Name: Woosung Jang
GitHub link: http://github.com/csci4448

Title: Auction game

Description: A collecting game that uses auction system. Player auction with AI players to collect animals using in game money.

Actors: Player

Functionality:
1. Player can collect animals
2. Player can save progress
3. Player can place animals in player's home in the game
4. Player can earn gold (in-game money) by leave the game open
5. Player competes with A.I. players on auction
6. Player can view unlocked, locked animals in animal book
7. Player can edit game home
8. Player can buy decorations for player's home
9. Player can buy background for player's home
10. Animal placed in player's home gives player bonus gold
11. Player can sell Animal for gold

[OPTIONAL] **Stretch Functionality:**
12. Motion of animals
13. Interaction with animals that placed in player's home
14. Daily or Hourly random encounters (give/lose gold, get new animal etc.)