Walk

The game is in the Pen screen. (See glossary for pen description)
User wants to take their pet on a walk from the pen

1. The user selects their pet by touching it
2. The user touches "walk" button
3. The game transitions to the walk screen. (See glossary for walk description)
   a. On the top left is the coin amount. Coin amount is 435.
4. Pet hunger bar decreases at a steady rate.
5. The bushes, tree, and cloud move from right side of screen to left side of screen
6. The pet enters walking animation on left side of screen
7. Bar on bottom shows how full the pet is.
8. The user touches a bush
9. 3 coins fall out onto the ground
10. The user touches all three coins
11. Coin amount displayed on screen increases by 3 to 438.
12. The user touches a tree
13. Top hat falls onto ground
14. The user touches top hat
15. The top hat item is added to the user's inventory
16. The user touches a cloud
17. An apple falls onto ground
18.
19. The user touches apple
20. The apple is added to the user's inventory
   a. The user decides they are done with the walk
21. The user pushes back button
22. The game goes back to the Pen screen. (See glossary for pen description)

Fight - Win

The game is in the Pen screen. (See glossary for pen description)
User wants to take their pet out to fight. The user wins.

1. The user selects their pet by touching it.
2. The user touches "fight" button.
3. Screen changes from the pen to the fight screen. (See glossary for fight description)
   a. The fight screen is a green field with a cloud in the sky and a tree on the top left.
   b. The coin amount is listed on the top left.
   c. The back button is on the top right of the screen.
1. The pet appears on the screen, and goes through the walking animation
2. The pet stops walking, and an enemy Pinata appears on the right side of the screen.
3. 4 Buttons appear on the lower part of the screen. These are attacks.
   T attacks are: Punch, Kick, Top Hat, and Spork.
1. The Hunger Bar appears on the top middle of the screen.
2. User clicks the top hat button.
3. Pet goes through use animation (the blob spreads long and thin, then goes back to normal).
4. The Hunger Bar decreases by 10% to 90%.

5. The Top Hat button is now shaded.
6. The user clicks the Spork button.
7. Pet goes through use animation (the blob spreads long and thin, then goes back to normal).
8. The Hunger Bar decreases by 15%, from 90% to 75%.
9. The Top Hat button is now half shaded.
10. The Spork button is shaded.
11. The User clicks the Kick button.
12. Pet goes through use animation (the blob spreads long and thin, then goes back to normal).
13. The Hunger Bar decreases by 15%, from 75% to 60%
14. The Top Hat Button flashes and is no longer shaded.
15. The shading on the Spork button withdraws to cover only 2/3rds.
16. The Kick button is shaded.
17. The use clicks the Top Hat button.
18. Pet goes through use animation (the blob spreads long and thin, then goes back to normal).
19. The Hunger Bar decreases by 10%, from 60% to 50%
20. The shading on the Spork button withdraws to cover only 1/3rd.
21. The shading on the Kick button withdraws to cover only 2/3rds.
22. The Pinata explodes, creating 15 coins and a monocle.
23. The user touches each coin.
24. Coin amount increases from 150 to 165.
25. The user touches the monocle.
26. A monocle is added to the user's inventory.
27. The user clicks the back button.The game goes back to the Pen screen. (See glossary for pen description)

Fight - Lose
The game is in the Pen screen. (See glossary for pen description)
User wants to take their pet out to fight. The user loses.
[Steps 1-9 of Fight - Win]
1. The Hunger Bar decreases by 10%, from 50% to 40%.
2. The Top Hat button is now fully shaded.
3. The user touches the Spork button.
4. Pet goes through use animation (the blob spreads long and thin, then goes back to normal).
5. The Hunger Bar decreases by 15%, from 40% to 25%.
6. The shading on the Top Hat button withdraws to cover only1/2 the button.
7. The Spork button is shaded.
8. The User clicks the Kick button.
9. Pet goes through use animation (the blob spreads long and thin, then goes back to normal).
10. The Hunger Bar decreases by 15%, from 25% to 10%.
11. The Top Hat Button flashes and is no longer shaded.

12. The shading on the Spork button withdraws to cover only 2/3rds
13. The Kick button is fully shaded.
14. The use clicks the Top Hat button.
15. Pet goes through use animation (the blob spreads long and thin, then goes back to normal).
16. The Hunger Bar decreases by 10%, down to 0%.
17. The shading on the Spork button withdraws to cover only 1/3rd.
18. The shading on the Kick button withdraws to cover only 1/3rd.
19. The pet collapses and goes through a sleeping animation ("z"s appear around its head, and its eyes are closed.)
20. The game goes back to the Pen screen. (See glossary for pen description)

Shopping - Buy

The game is in the Pen screen. (See glossary for pen description)
The user wants to buy a top hat for their blob.

1. The user touches the shed.
2. A new screen appears with three options on the screen in the form of round buttons: They read "Buy", "Sell", and "Inventory".
3. The user touches the button marked "Buy".
4. The game transitions to the shop screen. (See glossary for item layout description)
    a. In the bottom left corner is a number showing that the user has 1200 coins.
5. The user touches the category marked "Hats".
6. The list omits all items that are not hats.
7. The user touches the list item labelled "Top Hat"
8. The details of the top hat are displayed on the right side of the screen.
    a. A picture of the Top Hat on top
    b. Beneath that is a box showing the stat boosts.
        i. There is a four leaf clover (representing the luck stat) with the number 7
        ii. Beneath that says "Move: Dandy"
    a. At the bottom, the price of 400 coins is displayed in gold above a green button labelled "Buy".
2. The user touches the buy button.
3. One Top Hat is added to the user's inventory.
4. The user's coins decrement from 1200 to 800, and the number in the bottom left (beneath the list) changes to communicate this.
5. The user hits the back button.
6. The game goes back to the Pen screen. (See glossary for pen description)

Shopping - Buy (Fail)

The screen is showing the pen. (See glossary for pen description)
The user wants to buy a top hat for their blob.

1. The user touches the shed.
2. Three options appear on the screen in the form of round buttons. They read "Buy", "Sell", and "Inventory".
3. The user touches the button marked "Buy".

4. The screen transitions to the shop screen. (See glossary for item layout description)
   a. In the bottom left corner is a number showing that the user has 200 coins.
5. The user touches the category marked "Hats".
6. The list omits all items not hats.
7. The user touches the list item labelled "Top Hat"
8. The details of the top hat are displayed on the right side of the screen.
   a. A picture of the Top Hat on top
   b. Beneath that is a box showing the stat boosts.
      i. There is a four leaf clover (representing the luck stat) with the number 7
   c. Beneath that says "Move: Dandy"
   d. At the bottom, the price of 400 coins is displayed in red above a grey button labelled "Buy".
9. The user touches the buy button.
10. The user hits the back button.
11. The game goes back to the Pen screen. (See glossary for pen description)

Shopping - Sell

> The game is in the Pen screen. (See glossary for pen description)
> The user wants to sell a top hat for coins.

1. The user touches the shed.
2. Three options appear on the screen in the form of round buttons. They read "Buy", "Sell", and "Equip".
3. The user touches the button marked "Sell".
4. The game transitions to the shop screen. (See glossary for item layout description)
   a. In the bottom left corner is a number showing that the user has 1200 coins.
5. The user touches the category marked "Hats".
6. The list omits all items not hats.
7. The user touches the list item labelled "Top Hat"
8. The details of the top hat are displayed on the right side of the screen.
   a. A picture of the Top Hat on top
   b. Beneath that is a box showing the stat boosts.
      i. There is a four leaf clover (representing the luck stat) with the number 7
   c. Beneath that says "Move: Dandy"
   d. At the bottom, the sell value of 100 coins is displayed in gold above a button labelled "Sell".
1. The user touches the Sell button.
2. One Top Hat is removed from the user's inventory.
3. The user's coins increase from 1200 to 1300, and the number in the bottom left (beneath the list) changes to 1300 communicate this.
4. The user hits the back button.
5. The game goes back to the Pen screen. (See glossary for pen description)

Inventory

> The game is in the Pen screen. (See glossary for pen description)
> User wishes to view their inventory from the pen screen.

1. A user touches the inventory button on the pen screen.
2. The inventory screen appears. (See glossary for item layout description)
3. On the top left side of the screen are boxes labeled "All", "Hats", "Accessories", and "Food". "All" is currently selected.
4. Under the boxes is a scrollable list of all the items in the users inventory: Two apples, a hamburger, and a top hat.
5. At the bottom of the left side of the screen is a box reading "532 G" which shows the user how much gold they currently have.
6. On the top right side of the screen is a large, empty box.
7. Under the large box is a smaller box of the same width which is also empty.
8. The bottom right of the screen is a button labeled "Back".
9. The user touches the button labeled "Hats" and the list changes to show just the top hat.
10. The user touches "Top Hat" on the list.
11. An image of a top hat appears in the large box on the right.
12. The hat's stats appear in the smaller box on the right on two lines. On the top line is an icon of a sword next to "1" and an icon of a four leaf clover next to "2".
13. The user touches the "Food" button and the image and stat boxes are emptied.
14. The list changes to show "Apple" and "Hamburger". "2" appears after "Apple" and "1" appears after "Hamburger".
15. The user touches "Apple". An image of an apple appears in the image box and two stats are listed in the stat box on one line.
16. In the stat box is an icon of a heart next to "5" and an icon of a sandwich next to "5".
17. The user touches "Accessories" and the image and stat boxes are emptied.
18. The list shows no items.
19. The user touches the "Back" button and is returned to the pen screen. (See glossary for pen description)

Evolution
       The game is in the Pen screen. (See glossary for pen description)
       User decides he wants to evolve his "Gel".
1. The user selects the pet he wants to evolve by touching it.
2. User touches the Dressing Room icon on the Pen Screen. (See glossary for dressing room description)
3. Pet is displayed in the dressing room portrait in an "excited state". Pet cycles into its "active" animation every 3 seconds. The happiness meter blinks white every second. The happiness meter shows 1000/1000.
4. User touches the pet's portrait.
5. A new screen transitions in. It has three buttons; two displaying portraits of the next two evolutions of the pet, and a back button (with an arrow). The pets available are "Snowball" and "Gumdrop".
6. The user touches the "Snowball" pet portraits. The buttons transition off the screen.
7. The pet does a transition animation to its new portrait.
8. The game displays a congratulatory notice on screen "Congratulations" in large, multicolored letters.
9. The pet's Speed increases by 2, Endurance increases by 2, Attack increases by 1, and

Luck increases by one. The values are now 6, 5, 3, and 3 respectively.
10. The pet's happiness meter is re-sized for its next evolution. The happiness meter now reads 1000/5000.
11. The dressing room screen transitions in. The user sees the new stats for the pet. The game is in the Pen screen. (See glossary for dressing room description)