Program Layout

Setup Absolutely Necessary Variables
- Resets G and U variables
- Sets up the ʟBUNNY list

Welcome Screen
- Clears screen to display a welcome screen, including:
    - Program name
    - Version number
    - Credits to James Kanjo
- Goes to main menu on "ENTER"

Main Menu
- Gives user the options to:
    - Play
    - Help
    - Quit

Game Engine
- Sets up appropriate variables

Calculator Speed
- Allows user to select animation speed for the game

Display
- Displays animation for Bunny Gotchi
- If the user presses "ENTER", the game proceeds to the game menu
- If the user doesn't press "ENTER" when each animation screen has done it's cycle, the automatic functions are performed

Automatic Functions
- Reduces Hunger, Thirst, Hygiene, Strength, Weight and Consciousness
- Continues Month Counter, and adds poo if necessary

- If adult, maintains self where necessary
- Calculates Weight-Health Percentage, Esteem, Fitness Level, Mood and performs Death Clock Functions when necessary
- Returns To Display

Game Menu
- Gives options for Status, Food, Hygiene, Fitness and other Options
- Status:
    - Displays Bunny Gotchi's statistics
- Food:
    - Eat Carrots
    - Drink Water
- Fitness:
    - Exercise
    - Sleep In Bed
    - Connect Bunnys
- Hygiene:
    - Have Wash
    - Dispose Poo
- Options:
    - Change Game Speed
    - Save & Quit
    - Restart Bunny (If Bunny Gotchi is dead)

Help
- Gives instructions on playing the game

Quit
- Displays credits to James Kanjo
- Clears screen and closes the program