• Title: Dog Town Pet Simulation

• Version: 3.0 (Updated 2 Weeks Ago)

• Publisher: Frismos

- Target Audience: app says 4+ but we feel that is too low with some of the things the app makes you do with the dogs. We would like to raise the Target Audience to 12+.
- Type(s) of software with your justification: This software is a simulation app because it has you take care of the dogs like in real life.
- Curriculum(s): You could incorporate this app with a lesson about how to care for animals.
- Possible environment(s) and Why: This would be a teacher tool and single user app because the teacher would need to make sure the students pets don't die and the students would make it a single user app because each student will be responsible for their pets.
- Cost
 - -We downloaded a free app
 - -The app had many in-app purchases that were available.
- Write a paragraph or two describing the software
 - -This software is a real life simulator app that allows you to care for dogs. The app has all dog breeds and their colors'. This software allows you to make sure dogs are fed and watered. You can "breed" your dogs with each other to make a new breed of dog. This is how you unlock another dog to raise.
- Write a paragraph or two on your impressions of the software and possibly how you see the software being used in your class
 - -We really liked this app at first because the dogs were so life-like and it seemed user friendly. As we continued to play the game we didn't like that it made you breed the dogs with each other. The app makes the two chosen dogs go in a bed and then animated hearts appear as does a new dog. We are afraid that this is too much information that leads to unwanted questions at the third grade level. The last thing we want to do as future teachers is upset parents. The software was good besides that part. And the app did not let you continue the game unless you breed the two dogs together and we didn't like that either.

- Does the software pass
 - -We did not feel like the software passed our standards. The breeding function in the game made us make this decision.