FIG. 7

PARAMETER NAME	INCRESE AND DECREASE NUMERICAL VALUE	CONDITIONS FOR INCREASING AND DECREASING NUMERICAL VALUE
a	PLUS	INCREASES BY EVENTS OR ORDERS THAT THE DOG DOES NOT LIKE
	MINUS	DECREASES BY EVENTS OR ORDERS THAT THE DOG LIKES
b	PLUS	INCREASES WHEN THE DOG LOOKS DECENT OR GOES OUTSIDE
	MINUS	DECREASES WHEN THE DOG LOOKS DIRTY OR IS SOAKED BY RAIN FOR A LONG TIME
c	PLUS	INCREASES WHEN GAME PLAYER TRAINS THE DOG PROPERLY
	MINUS	DECREASES WHEN GAME PLAYER SPOILS THE DOG
d	PLUS	INCREASES WHEN THE DOG GOES OUTSIDE AND INTERACTS WITH PEOPLE
	MINUS	DECREASES WHEN THE DOG DOES NOT SEE ANYONE OTHER THAN THE GAME PLAYER FOR A CERTAIN PERIOD