

# Animal Definition Data

▼ Experience		
Animal Level		0
Visit Experience		0
Resident Experience		0
Romance Experience		0
Master Romance Experience		0
Variant Experience		4
Party Experience		0

When you set the Animal Level it will automatically update the experience each task will give you expect variants, variants remain 4 experience no matter the level of the pinata.

```
//Array for default visit experience based on pinata level
TArray<int> VisitExperienceArray = { 2, 2, 2, 2, 4, 4, 4, 8, 8, 16, 0 };

//Array for default Reside experience based on pinata level
TArray<int> ResideExperienceArray = { 2, 4, 4, 8, 8, 8, 8, 16, 16, 32, 64 };

//Array for default Romance experience based on pinata level
TArray<int> RomanceExperienceArray = { 4, 8, 8, 16, 16, 16, 16, 32, 32, 64, 0 };

//Array for default Master Romance experience based on pinata level
TArray<int> MasterRomanceExperienceArray = { 4, 4, 4, 8, 8, 8, 8, 16, 16, 32, 0 };

//Array for default Party experience based on pinata level
TArray<int> PartyExperienceArray = { 8, 8, 8, 16, 16, 16, 16, 32, 32, 64, 128 };
```

The values per level can be found in the C++ as arrays, they are 1 indexed so the first element is level one

These values I set are from Ici's research of the values in TIP but will likely need to be adjusted overtime for RTP

A	C	D	E	F	G	H	J
Level	Visit	Reside	Romance	M Romance	Variant	Party	Breakdown
1	2	2	4	4	4	8	142 Full Pinata
2	2	4	8	4	4	8	17 Sour (Visit Only)
3	2	4	8	4	4	8	White Flutterscotch (No Variants)
4	2	8	18	8	4	16	9 Flutterscotch Colors (No Variants, Visit)
5	4	8	16	8	4	16	3 Legendaries (No Visit, Romance, M Romance, Variant)
6	4	8	16	8	4	16	18 Evolutions (No Visit)
7	4	8	16	8	4	16	11 Pet Shop (No Visit)
8	8	16	32	16	4	32	8(12?) Super Sour Visits
9	8	16	32	16	4	32	
10	16	32	64	32	4	64	
11	X	64	X	X	X	128	
Sour	2	X	X	X	X	X	
S Sour	4	X	X	X	X	X	

Experience		
Animal Level	4	
Visit Experience	0	4
Resident Experience	8	
Romance Experience	16	
Master Romance Experience	8	
Variant Experience	4	
Party Experience	16	

Heres an example of setting the level to 4, I didnt adjust the lower values they automatically got updated. However after setting the level you can adjust the lower values freely

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