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APCS pd6
FP: Show Us What You Got
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Proposal: Are You A Player?

Are You A Player? is an RPG dating game, where a player interacts with characters in the game, trying to successfully get at least one of them to "fall for" the player. The storyline will be pre-determined by a binary tree (which we will create in advance) that contains all possible paths the reader may take, with each node in the tree corresponding to a choice with the matching increase/decrease in likeability points (more on the points later). The game ends when either the player has gotten a character to fall for them or the player has ruined their relationships with all of the characters. There will be three characters, each with different "personalities" (they will "react" differently to different actions the player might take). Each character will have a stack that keeps track of what stage the relationship is at. As the player interacts with the character and gains or loses likeability points, the character's stack will either pop off levels, graduating to higher levels of attraction, or push back old levels if the relationship has regressed. At each level of attraction, the player will have a different assortment of actions they may take with the character, and these actions will increase in significance as the level of attraction increases. If the player messes up too badly, the relationship will be terminated and they will no longer be able to pursue a relationship with that character at any point in the future. This will be ensured as the character's boolean variable for "IT'S OVER" will be changed to true. If the player makes friends with a character (this corresponds to a certain level of attraction in the character's stack), they will be able to consult the character for advice with other relationships. The character provides this advice by probing the tree that contains the entire storyline and finding the path of choices that leads to the greatest gain in likeability points. However, since characters are supposed to represent people, they may give bad advice anyways. The player will have a ranked list of relationship statuses with each character, which will be re-sorted every time a choice is made and a character's level of attraction changes. At the beginning of the game, the player will tell us a bit about themselves, and based on certain "buzzwords" (like "gaming" or "computer science"), the characters will be initialized with a certain starting level of attraction.