## **Opposites Attract**

Platform: PC

Demographic: 13-18

Genre: Life Simulation

Timeframe: 9 months

Style of Play (Emotion for the Player): Exciting, comedy, getting angry at opposite.

**Below is how you will fulfill the above criteria**

Gameplay Design(Optional)

Core Gameplay Loop(Minimum Viable Product):

Two characters (male & female) spawn onto the screen, the player takes turns with each character to make choices that angers or pleases the opposite sex character, characters get mad or happy with each other, character attract each other.

GamePlay Systems/Mechanics(High Level):

* Character Choices (Anger and Pleasing Choises)
* Attraction Meter
* Turns (Final Turn determines outcome)

Input (Control Scheme...Touchscreen? Accelerometer? Keyboard? Controller?):

* Space Button:
  + Before Final Turn: Ignore Character for the turn.
  + After Final Turn: Force Attract
* Left Click: Poke Character
* Right Click: Hit Character
* Click and Drag: Drag object from Menu to Character (Gifting)
* F Button: Pay Respects

Gameplay Mechanics Breakdown (What functionality needs to be built?)

(Example: Mechanic = Shooter, Breakdown = Move player around, send game object moving through the air from a specific location, aim the projectile, reload, jump?, etc etc):

* Attraction Meter (Score)
  + Indicates if the characters are Pleased or Angry with each other.
* Interaction
  + Determines what objects are interactive.
  + Players are interactive.
* Items
  + Each item has a different animation with each character.
  + Affects the Attraction between characters.
  + 