Foemance

CONCEPT

* *Fantasy dating sim.*
* *Characters are former villains who aren’t stoked about not fighting.*

STORY

*There was a long-standing war in [fantasy world], and [our main character] was originally hired to take out the king’s 3 rival factions. However, a peace treaty was signed, and the war was put on standby. Now, it is your job as diplomat to “take out” the faction’s leaders (on a date that is), and create a situation in which the war will end before the Treaty does.*

GENRE

* *Dating Simulator*

TARGET AUDIENCE

*13-15*

PLATFORM(S)

*PC,*

GAMEPLAY BREAKDOWN

Atom (Moment-to-Moment): Selecting a dialogue option. Buying gifts. Giving characters a gift.

Session*:* Talking to a character.

Campaign*:* Successfully seducing one/all of the characters.

Win-States: Successfully seduce the 3 faction leaders.

Successfully seduce at least 1 faction leader.

Fail-States: Death.

Fail to seduce any leaders before the Treaty ends.

SCOPE: Small.

Replay Value: -There are multiple endings.

-Plenty of unique kill messages.

INSPIRATION & RESOURCES

* Narrative: Traditional Dating Simulator games.
* Mechanics: Traditional Dating Simulator games. Graphic Novels.
* Visual Style: Graphic Novels / anime. Pixel art.

NOTES AND IDEAS

* This game originally was going to have platforming sections as a means of earning money for gifts.
* We also would have implemented a Jealousy system, or some way to have positive ethical polyamory.
* We also had additional character ideas, including being able to talk to/romance the shopkeep.
* There is more dialogue for Pamela, however it was cut for time.
* With more time, the characters being made could be made with higher detail.

PRICE

* *Free game.*