Foe-mance

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

*What do you* ***do*** *in your game?*

*(If you have a story, consider how you can tell it with mechanics)*

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.

Unique Gameplay Mechanic?: *(not all games have UGMs, but if you do…)*

* Buying gifts.
* Time limit.

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

*A bullet list of what inspires* ***specific*** *parts of your game!*

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

NOTES AND IDEAS

*Go nuts! Write every idea you have about your game: questions, concepts, awesome moments, etc.!*

* 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 polygamy.
* We also had additional character ideas, including being able to talk to/romance the shopkeep.

TOOLS (Extra Credit!)

PRICE (Extra EXTRA Credit!)