Game Design Document

Branching narrative

* Good ending – You find out that there are no girls
* Bad ending – Finish a girl route

Dating sim Boardgame

Different routes

Dialogue decisions and gifts determine the route

The die determines where you land

Every tile has an event

Tiles

* Gift tile – Random gift
* Decision tile – Teleport to a different board (Checkpoint)
* Reward tile – Relationship points
* Conversation tile – Information dialogue
* Conversation tile – Others characters

6 girls = 6 gifts

Board layout

* Linear per character
* Each character has their own board
* Transition on decision tile

Small playthrough

* Character introduction (first decision)
* Choose a character route
* Roll a d6 for to land on a tile (gift, decision, reward or conversation)
* A die will roll and a gift will be given to the player
* The player will get a small conversation with the girls and can choose a different route
* The player will receive relationship points
* A conversation with the character will start and the player can reply to earn or lose relationship points
* Roll a d6 for to land on a tile (gift, decision, reward or conversation)
* A die will roll and a gift will be given to the player
* The player will get a small conversation with the girls and can choose a different route
* The player will receive relationship points
* A conversation with the character will start and the player can reply to earn or lose relationship points (The player now has the option to give a gift if a gift is in possession)
* Eventually the player will reach the end and a conversation with the character that has the most relationship points.
* Choice: Date the character or not
* Ending