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The idea for my project is a conversation simulator. The project “Dating Simulator 2017” will gauge a user’s personality traits by asking a series of questions to get a sense of who they are. The person will then be divided into one of five stereotypes – Earth, Wind, Fire, Water or Average.

The system will then create a new player that will serve as the users date, and will have a number of interests that are pre-defined that the user will have to figure out on the fly in order to get the relationship with their date.

The game will operate like a speed dating situation where the user will have two minutes to get their relationship meter with their date to full! The score will have a multiplier that is determined by the user’s stereotype vs. their dates stereotype.