Gaslighting Gatekeeping Girlbosses – Lauren Lee, Kevin Xiao, Kevin Li
APCS pd8
Final Project – Proposal
2022-05-25

<center>Dating Sim: Lauren's Kevin Harem</center>

Overview

A dating sim featuring 3 characters you can date. Each character will have unique dialogue and personalities. You progress through the story by going on dates with these characters, one at a time. Different decisions lead to different outcomes, and there will be multiple endings depending on how your relationship develops.

Stats

Each character, as well as the player, will have stats that influence what kind of dates you can go on. The player can change their own stats by getting to know the characters better, as well as through purchasing and using items. Players can also buy gifts to give to their dates and increase matchability. Matchability is something determined by taking the player's and their date's stats. This matchability will affect what ending you can get.

Storyline

Binary trees will be used to create branching storylines. Each character will have a tree for themselves, and the nodes on their tree represent events or dates. For some of these events, the player will have to make decisions that determine which branch they move onto, and ultimately, what ending they get.

Binary trees may also be used within events to give the player the ability to influence their date's matchability in different ways.

Dialogue

Each character will store their dialogue in a stack. This stack will store dialogue pertaining to specific nodes on the story tree and will be replaced each time the player starts a new event. Using stacks allows us to add in additional dialogue whenever the player gives gifts or makes an important decision on a date. This additional dialogue may range from just a reaction to a subplot eliciting a player response.

Tools and topics
- Binary trees
- Stacks
- Interfaces and inheritance
- Scanner

Additional plans (Stretch)
- We plan to make this terminal based and then convert it into a processing project if possible
- Implementing visuals, whether through processing or some other method
- Creating minigames to play on dates. This gives us a chance to implement topics that we might not be able to find a use for otherwise
- More than 3 characters. Only if we've completed all else