



# Story Board



Player enters game and gets a start menu. Player can enter their username that LI's will address them by.

The start menu will also give a brief overview of the game.



# Story Board

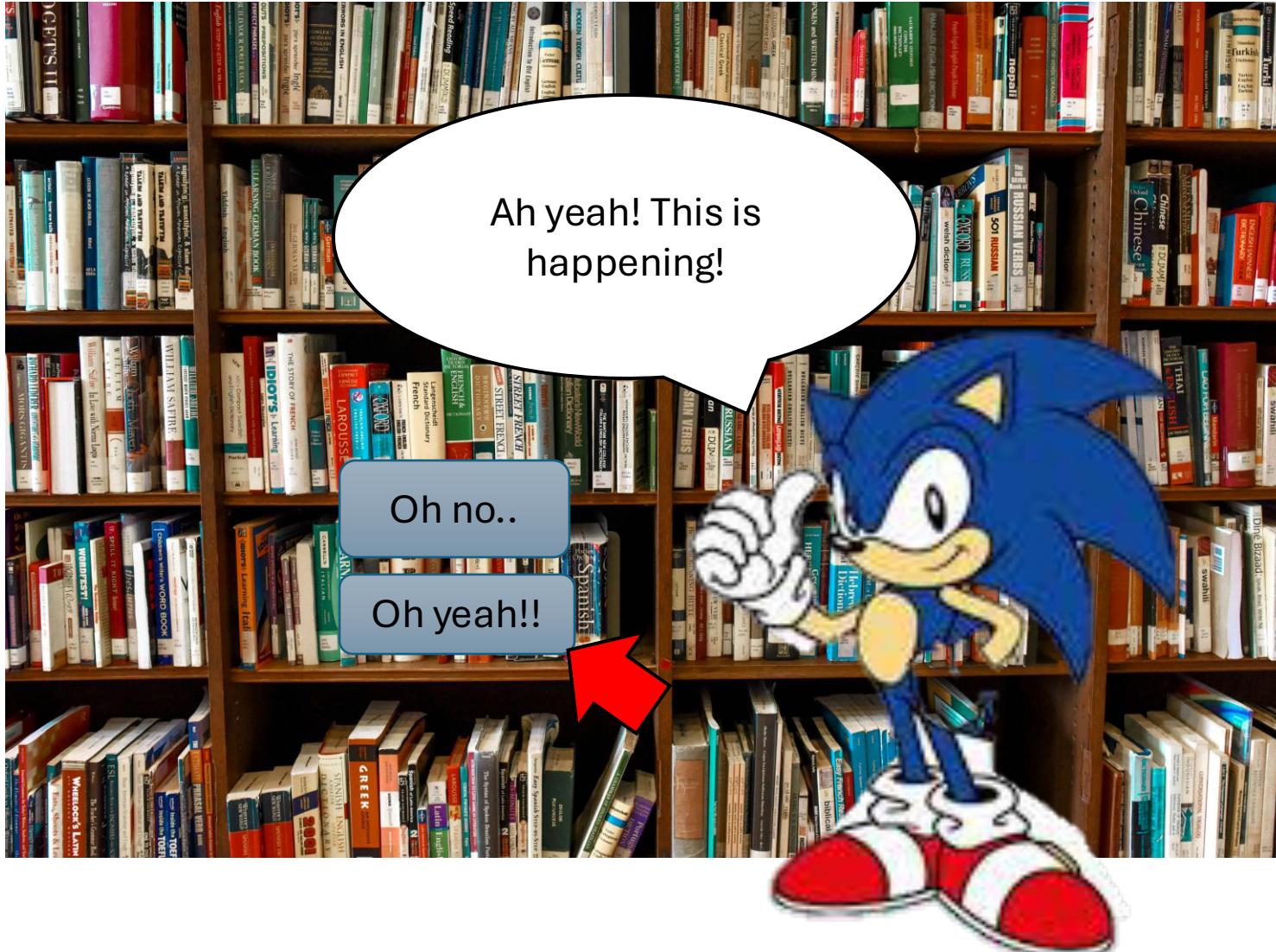


Player enters the library and can choose who they talk to. In this example, player chooses to talk to Sonic.

Carla



# Story Board



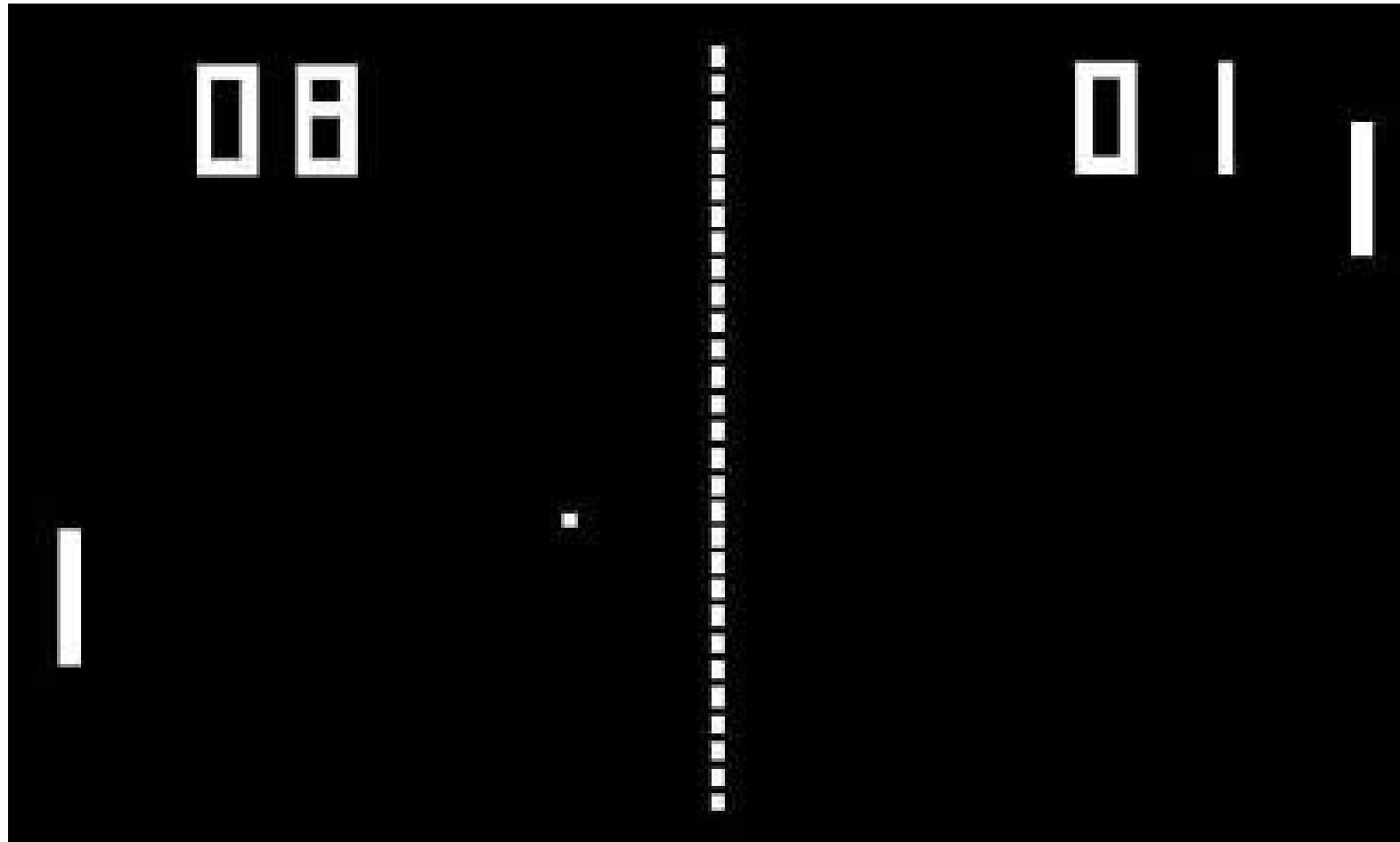
Player talks to Sonic LI.

They have the option of at least two dialogues to respond with. Depending on their response, Sonic's affection points might increase. If Sonic really likes the responses, he will ask to go on a minigame date.

Carla



# Story Board

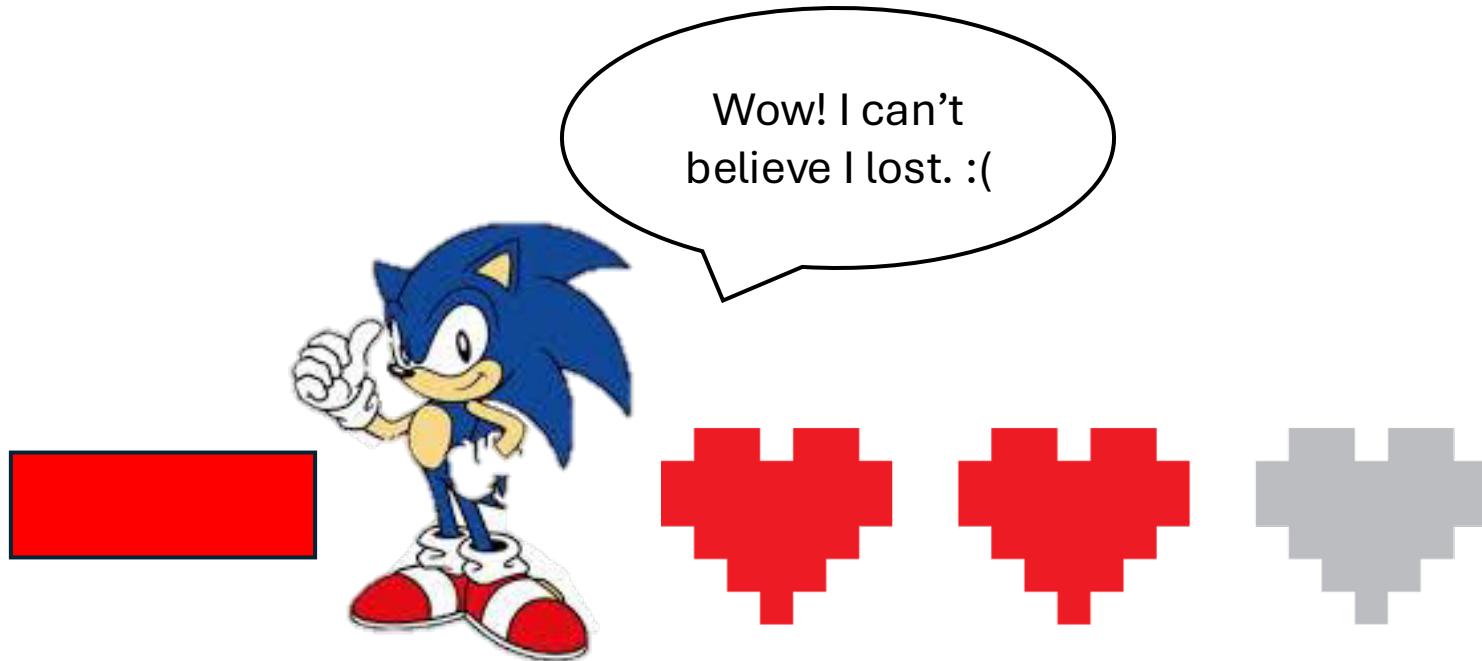


Player is on a minigame date with Sonic. They play a short game (pong in this case) with Sonic (AI).

Certain LI's will like winning or losing the games. Sonic likes to win.



# Story Board



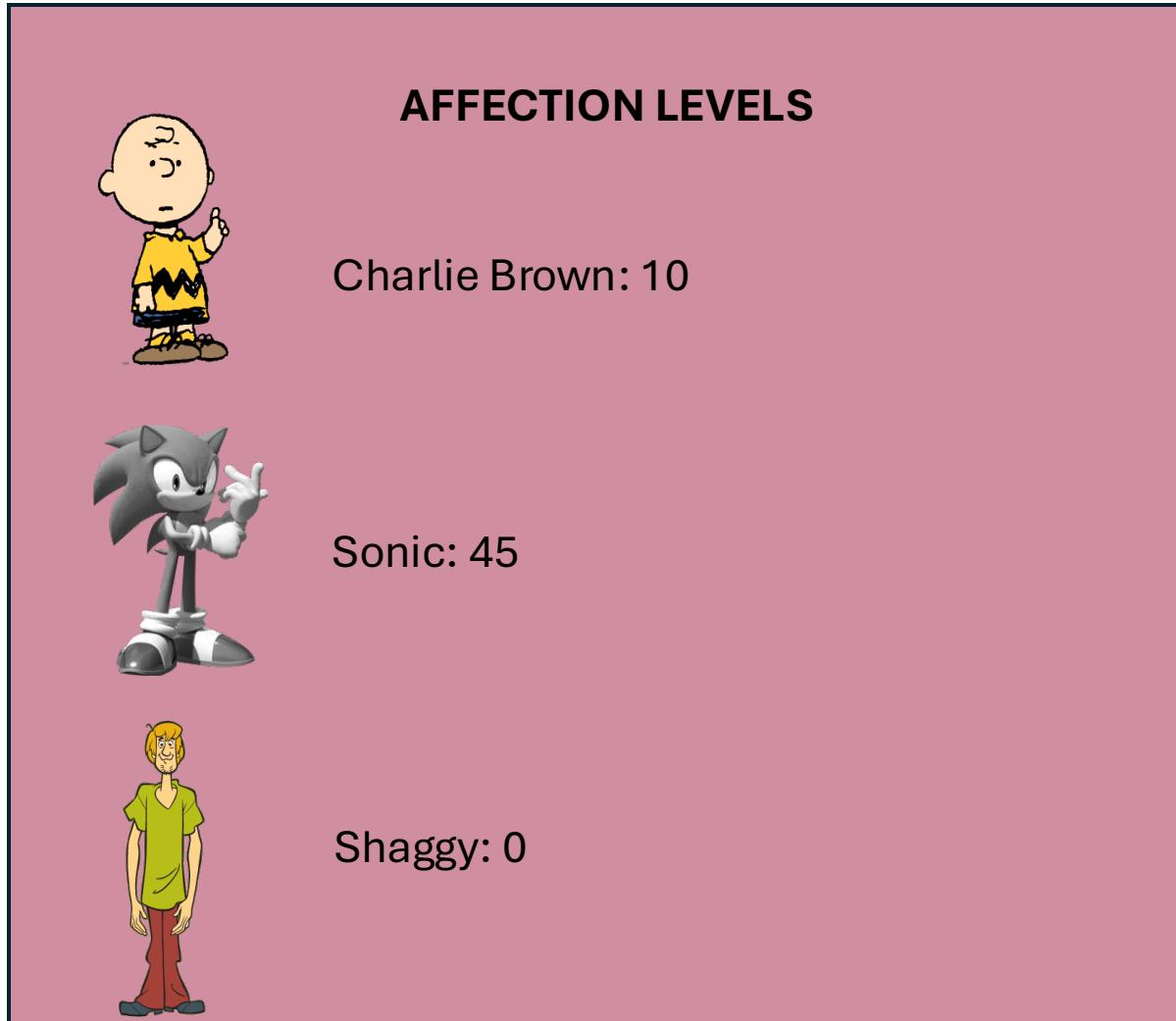
You won the game, and hence lost some of Sonic's affection points.

Now you will reenter the opening library shot and choose who to talk to next.



Penguine

# Story Board



Player pulls up the HUD menu to see all the other LI affection levels for them.

In this case, Sonic has been unenchanted enough by the player that the player has no chance with him, so he is greyed out.

Note: Some characters already have affection points for the player without meeting them, some don't.



# Story Board



Player is in the library again and can choose who to talk to next. Say player chooses Charlie Brown.

Notes: Sonic is greyed out because player has disappointed him and exhausted any further chances.

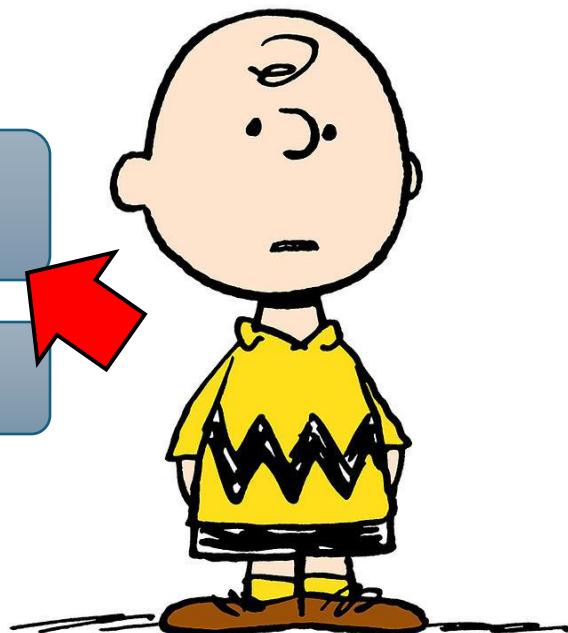


# Story Board

Good grief. Don't you  
know you can't talk  
in a library?

Sorry Charlie! I just  
wanted to talk to you :)

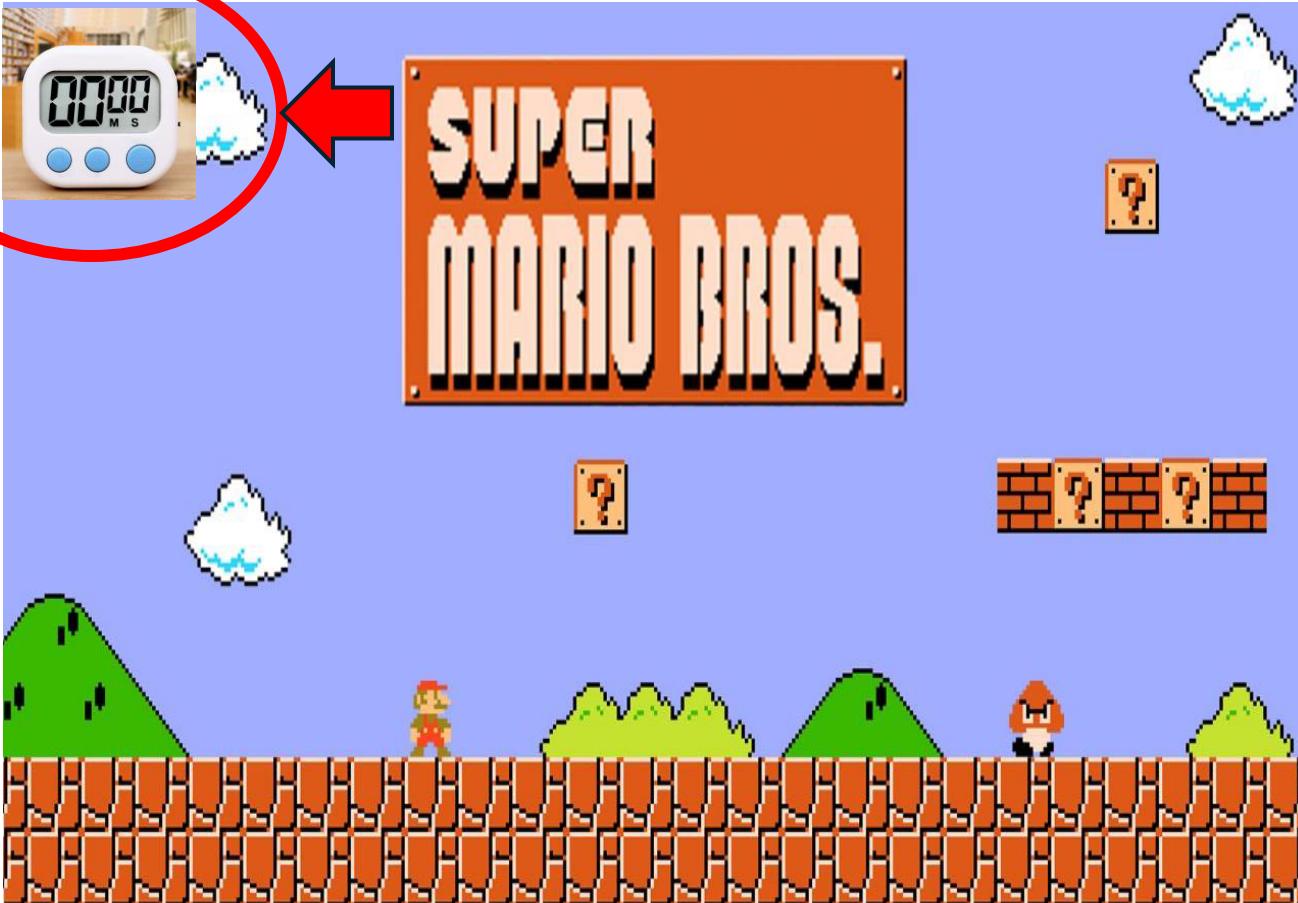
Don't be a downer,  
Charlie Brown



Player is talking to Charlie Brown, who has his own dialogue, with different dialogue response options. Similar to Sonic, his affection levels and further dialogue will depend on which responses the player chooses.



# Story Board



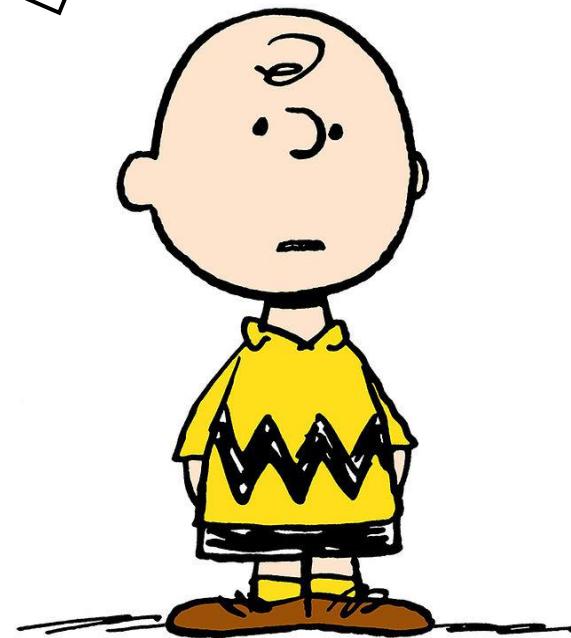
Player is on a minigame with Charlie Brown because he likes you. In this game, he is not playing against you, but watching you play a timed game. His affection levels are dependent on if you win in time. You won't know his response until the game is over.



Penguine

# Story Board

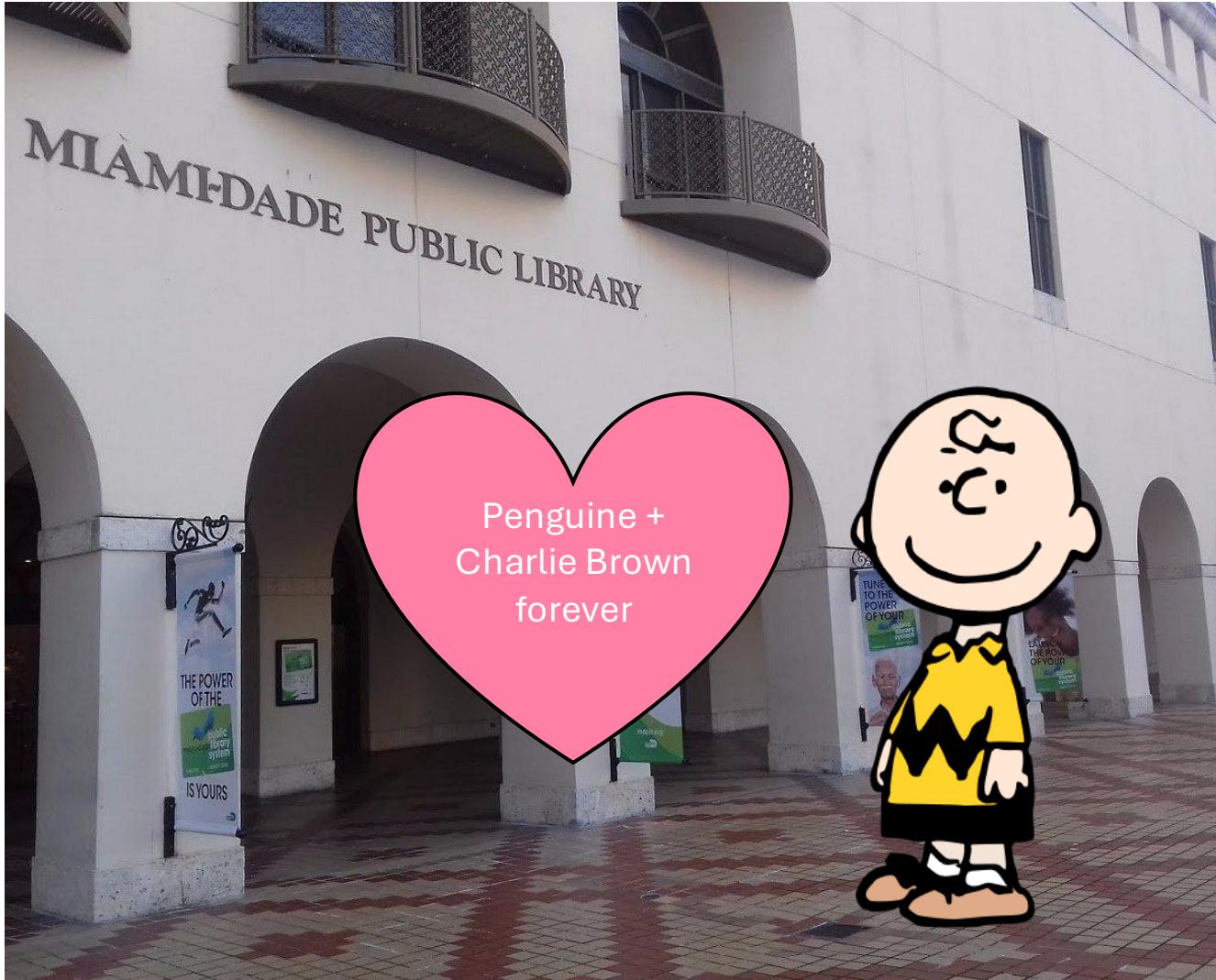
Wow, you're worse  
than me! I sure like  
playing an equal.



You lost the game, and  
Charlie Brown liked that.  
His affection levels go up.



# Story Board



Charlie Brown's affection levels for you are high enough that you have won his heart, and having found a partner to leave the Miami-Dade Public Library with, you won the game. The final screen is a cute heart with your chosen partner.

Carla