**Description of systems**

MAIN MENU

* Two options – male and female.
* Player chooses one of the two, they start the game as the gender opposite to what they chose. If chose male → starts as female.
* Selection is done by tapping the option of choice.

CHARACTER INTERACTION

* Characters appear around the environment.
* Player chooses one by tapping on them, initiating a conversation.
* After choice: initial greeting → player option → response → (continues so long as that character still wants to talk to you).
* 4 Dialogue options, each with different implications.
* Dialogue types → Positive, Negative, Sarcastic, Confusing.

CHARACTER STATS

* Each character has an opinion of you, and each will start with a different initial opinion value to act as their first impression of you.
* Each character's initial value is 0, and it changes to initial opinion on first contact.
* If opinion stat is positive, they have a relatively positive opinion of you, and if negative then they have a negative opinion and will not want to talk to you.
* Dialogue choice implications:
  + Positive: +5
  + Negative: -10
  + Sarcastic: between -3 and +3 (depends on the dialogue of the option)
  + Confusing: +0

SCORE

* Score will be given to the player at the end of the game to gauge their performance.
* It will be the sum of all character opinions of you throughout the game.

LOADING SCREEN

* Footprints coming up through the center of the screen.