# Concept

Our game is going to be a visual novel. A visual novel entails a story driven game where you make decisions to progress the story and change the ending. With our game we will have 5 characters that the main protagonist (the player) will increase affinity with. When affinity is obtained the protagonist progresses down the path of that character making more decisions along the way. There will be a total of 5 acts with varying amounts of chapters per act. The player can win by finishing the story with the necessary affinity needed for a character. The game can be lost if the character that the protagonist is currently with, dies. The player can also lose by finishing the game without achieving affinity with a character.

# Object

Achieve affinity with characters

# Controls

Spacebar and Arrow Keys

# To win

Reach the end of the story with affinity with a character

# Game over

A character with high affinity dies

# Mockups



