PROJECT PROPOSAL DOCUMENT

Project Title:

They Love Me, They Love Me Not.

8 - Sampaguita

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Problem Statement:

- Around the world, millions of individuals suffer from what they think is unrequited love while constantly being afraid and hesitant to confess their true feelings towards those they admire, afraid of the countless possibilities and outcomes after their confession. Because of the fear of rejection, they continue to hide away and tuck in their true emotions and intentions.
- *They Love Me, They Love Me Not* is a dating game we will create that will show afraid individuals how to build up courage and confidence to do what they must do and what actions to take once confessing to that certain someone, whether facing rejection or reciprocation.

Project Objectives:

- To teach valuable lessons of love, trust, acceptance, and letting go.

- To let the audience know what proper actions to take and how to deal with outcomes that may happen after confessing.

- To show realistic events that transpire during the phase of having a crush, and show that it's perfectly normal and okay to be awkward and afraid.

Planned Features:

- Features that we plan to implement are a start menu where the user is free to choose whether to start the main game or quit, which will simply end the program.

- We plan to add a few easter eggs along the way as well, if we have time, such as a secret ending or a fun easter egg when you input a certain name.

- In our game, the user will face 5 situations per day, interacting with their crush, aka the fixed character, affecting the love meter, whether negatively or positively.

- The lovemeter is a main feature of our game, which decides the ending and outcome the user will obtain, going up or down depending on the user's choice for each situation.

- The game will consist of at least three endings, whether they will be rejected or accepted according to their love meter; if their love meter is significantly low, then they are rejected and friend zoned, however if it's high, then their confession is accepted. Though when it is *too* high, then a secret ending is unlocked in which the user's crush will turn into a so-called "yandere"... Additionally, there is another secret wedding ending the user must try to figure out how to obtain themselves.

Planned Inputs and Outputs:

- For the user to feel more immersed, we plan to let them input their own user name and their own crush's name, to let them feel as if they're in the game itself. An essential input from the user, however, is their choice for each situation (A, B, or C), which severely affects the outputs of the game. Their inputs could either increase or decrease the love meter, depending directly on their choice.
- To show whether the user's choices and efforts are recognized or not, we intend to show them their outcome or ending at the very end, which are the few endings we will implement. Each ending will show what will become of the user's relationship with their crush, whether marriage, or forever friends, becoming our output.

Logic Plan (Pseudocode) :

IMPORT time

SET lovemeter = 0

```
SET code = "0828"

FUNCTION main_menu()
    DISPLAY "They love me... They love me not."
    time.sleep(1)
    DISPLAY "=========================="
    DISPLAY "A. Start\nB. Locker\nC. Credits and honorable mentions"
    DISPLAY "=========================="
    time.sleep(1)
    SET choice = GET choice

    IF choice is equal to "A" or choice is equal to "a" THEN
        CALL main()
    ELIF choice == "B" or choice == "b" THEN
        SET next_move = None
        WHILE next_move is not equal to "yes" or next_move is not equal to "Yes"
            SET codeguess = GET codeguess
            IF codeguess is equal to code THEN
                CALL locker()
            ELSE
                DISPLAY "Incorrect. Return to menu?"
                time.sleep(1)
                SET next_move = GET next_move
                IF next_move == "Yes" or next_move == "yes" THEN
                    CALL main_menu()
                ENDIF
            ENDIF
        ENDWHILE
    ELIF choice is equal to "Take me to where they promised." THEN
        CALL secretwed()
    ELIF choice is equal to "C" or choice is equal to "c" THEN
        CALL creds()
        time.sleep(2)
        CALL main_menu()
    ELSE
        DISPLAY "That path does not exist."
        CALL main_menu()
    ENDIF
ENDFUNCTION
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FUNCTION scenario1 to 35()
    GLOBAL lovemeter
    DISPLAY "<given scenario and choices>"
    time.sleep(1)
    SET choice = GET choice

    IF choice is equal to "A" or choice is equal to "a" THEN
        SET lovemeter = <varies between scenarios>
    ELIF choice is equal to "B" or choice is equal to "b" THEN
        SET lovemeter = <varies between scenarios>
    ELSE
        SET lovemeter = <varies between scenarios>
    ENDIF
ENDFUNCTION

FUCNTION final()
    GLOBAL lovemeter
    DISPLAY "End scene"

    SET choice = GET choice
    IF choice is equal to "A" or choice is equal to "a" THEN
        SET lovemeter = lovemeter + 4
    ELIF choice is equal to "B" or choice is equal to "b" THEN
        SET lovemeter = lovemeter + 2
    ELSE
        SET lovemeter = lovemeter + 6
    ENDIF

    IF lovemeter is less than 5 THEN
        DISPLAY "<harsh rejection>"
        SET end1 = "Heartbroken"
        time.sleep(4)
        DISPLAY "{end1} end."
        DISPLAY "=========================="

    ELIF lovemeter is less than or equal to 25 THEN
        DISPLAY "<blunt rejection>"
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        SET end2 = "At least I tried"
        time.sleep(4)
        DISPLAY "{end2} end."
        DISPLAY "==========================="

    ELIF lovemeter is less than or equal to 50 THEN
        DISPLAY "<polite rejection>"
        SET end3 = "Friends"
        time.sleep(4)
        DISPLAY "{end3} end."
        DISPLAY "==========================="

    ELIF lovemeter is less than or equal to 75:
        DISPLAY "<promise of a future>"
        SET end4 = "Hopeful"
        time.sleep(4)
        DISPLAY "{end4} end."
        DISPLAY "==========================="

    ELIF lovemeter is less than or equal to 100:
        DISPLAY "<reciprocation>"
        SET end5 = "Happy"
        time.sleep(4)
        DISPLAY "{end5} end."
        DISPLAY "==========================="
    ELSE
        CALL yansecret()
    ENDIF
ENDFUNCTION

FUNCTION yansecret()
    DISPLAY "<secret scene and choices>"
    time.sleep(4)
    SET choice = GET choice

    IF choice is equal to "A" or choice is equal to "a" THEN
        DISPLAY "<Obsession scene>"
        SET end6 = "Happy...?"
        time.sleep(4)
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        DISPLAY "{end6} end."
        DISPLAY "==========================="


    ELSE
        DISPLAY "<breakup scene>"
        SET end7 = "Won't work out anymore"
        time.sleep(4)
        DISPLAY "{end7} end."
        DISPLAY "==========================="
    ENDIF
ENDFUNCTION


FUNCTION secretwed()
    DISPLAY "<wedscene>"
    time.sleep(5)
    CALL main_menu()
ENDFUNCTION


FUNCTION locker()
    SET choice = GET choice
    IF choice is equal to "yes" or choice is equal to "Yes" THEN
        DISPLAY "You found: Phone!"
        DISPLAY "You found their phone. Weirdly enough, you knew their password."
        SET second_choice = GET second_choice
        IF second_choice is equal to "yes" or second_choice is equal to "Yes" THEN
            DISPLAY "You look through a couple selfies, their recent searches, then you enter a notes
app.\nWait-- Creator's note??? You open it and
see:\n\n===========================\nCreator's note\n\nTell EVEREST to take you to
where they promised.\n(hint: EVEREST is the one who asks you what you want to do
next.\n==========================="
            DISPLAY "Um..."
            time.sleep(1)
            DISPLAY "\"Strange,\" you thought. You then heard the bell. \"I should go now...\"\nShutting
the locker, you made your way to class.\n"
            time.sleep(2)
        ELSE
            DISPLAY "\"I've already gone through their locker... their phone is a bit of a stretch,\" you told
yourself. You put their phone back down and shut the locker.\n"
            time.sleep(2)
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          ENDIF
     ELSE
          DISPLAY "\"This is an invasion of their privacy,\" you thought to yourself. You decide to leave.\n"
          time.sleep(2)
     CALL main_menu()
     ENDIF
ENDFUNCTION

FUNCTION creds()
     DISPLAY "=========================="
     DISPLAY "They love me... They love me not.\nMade by --- The deluludevs\nDeveloper --- Zeryl
Gonadan, Krisha Villa, Lordwyn Demoni\nMain coder --- Zeryl Gonadan\nSecondary coder --- Lordwyn
Demoni, Krisha Villa\nStorywriter --- Lordwyn Demoni, Zeryl Gonadan, Krisha Villa\n'SHOUTOUT
TO MY (Zeryl) ONE AND ONLY INSPIRATION!!!!!'"
     DISPLAY "=========================="
     time.sleep(2)
ENDFUNCTION

FUNCTION main():
     GLOBAL charname
     GLOBAL username
     time.sleep(1)
     SET username = GET username
     SET charname = GET username
     IF charname is equal to "Zeryl" or charname is equal to "zeryl" THEN
          DISPLAY "Unless ur a certain camia, she wants nothing to do with u /lh"
     ELIF charname is equal to "Krisha" or charname is equal to "krisha" THEN
          DISPLAY "Unless ur a fictional character, u better GET OUUUUU--"
     ELIF charname is equal to "Lordwyn" or charname is equal to "lordwyn" THEN
          DISPLAY "You must be one shady guy..."
     DISPLAY "MINOR WARNING!!!\nThis character has their own fixed persona---If you attempt this
with your special someone, it's not guaranteed they'll like you back (ehe)"

     DISPLAY "\nAugust 21, 20xx. One more week until you finally confess.\n\nIt's been a whole year ever
since you first laid your eyes on them...\nYou had enough of watching from afar.. This week.. It's going to
be different..!\nYou...\nWill make the first move..."
     time.sleep(4)

     DISPLAY "=========================="
```

DISPLAY "☆。✧.* ~ Day 1 ~ *.✧。☆ "
time.sleep(1)
CALL scenario1()
time.sleep(1)
CALL scenario2()
time.sleep(1)
CALL scenario3()
time.sleep(1)
CALL scenario4()
time.sleep(1)
CALL scenario5()
time.sleep(1)
DISPLAY "DAY END."
DISPLAY "=========================="

DISPLAY "=========================="
DISPLAY "☆。✧.* ~ Day 2 ~ *.✧。☆ "
time.sleep(1)
CALL scenario6()
time.sleep(1)
CALL scenario7()
time.sleep(1)
CALL scenario8()
time.sleep(1)
CALL scenario9()
time.sleep(1)
CALL scenario10()
time.sleep(1)
DISPLAY "DAY END."
DISPLAY "=========================="

DISPLAY "=========================="
DISPLAY "☆。✧.* ~ Day 3 ~ *.✧。☆ "
time.sleep(1)
CALL scenario11()
time.sleep(1)
CALL scenario12()
time.sleep(1)
CALL scenario13()

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time.sleep(1)
CALL scenario14()
time.sleep(1)
CALL scenario15()
time.sleep(1)
DISPLAY "DAY END."
DISPLAY "=========================="

DISPLAY "=========================="
DISPLAY "☆｡✧.* ~Day 4 ~ *.✧｡☆ "
time.sleep(1)
CALL scenario16()
time.sleep(1)
CALL scenario17()
time.sleep(1)
CALL scenario18()
time.sleep(1)
CALL scenario19()
time.sleep(1)
CALL scenario20()
time.sleep(1)
DISPLAY "DAY END."
DISPLAY "=========================="

DISPLAY "=========================="
DISPLAY "☆｡✧.* ~ Day 5 ~ *.✧｡☆"
time.sleep(1)
CALL scenario21()
time.sleep(1)
CALL scenario22()
time.sleep(1)
CALL scenario23()
time.sleep(1)
CALL scenario24()
time.sleep(1)
CALL scenario25()
time.sleep(1)
DISPLAY "DAY END."
DISPLAY "=========================="
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```
DISPLAY "==========================="
DISPLAY "☆｡✧.* ~ Day 6 ~ *.✧｡☆"
time.sleep(1)
CALL scenario26()
time.sleep(1)
CALL scenario27()
time.sleep(1)
CALL scenario28()
time.sleep(1)
CALL scenario29()
time.sleep(1)
CALL scenario30()
time.sleep(1)
DISPLAY "DAY END."
DISPLAY "==========================="

DISPLAY "==========================="
DISPLAY "☆｡✧.* ~ Day 7 ~ *.✧｡☆"
time.sleep(1)
CALL scenario31()
time.sleep(1)
CALL scenario32()
time.sleep(1)
CALL scenario33()
time.sleep(1)
CALL scenario34()
time.sleep(1)
CALLscenario35()
time.sleep(1)
DISPLAY "DAY END."
DISPLAY "==========================="

DISPLAY "==========================="
DISPLAY "Day of confession."
time.sleep(1)
CALL final()
time.sleep(4)
CALL creds()
```

```
    DISPLAY "=========================="
    SET ans = GET ans
    DISPLAY "=========================="

    IF ans is equal to "Yes" or ans is equal to "yes" THEN
        CALL main()
    ELSE
        CALL main_menu()
    ENDIF
ENDFUNCTION

CALL main_menu()
```