* Conceptual Flow
  + Self -> Perception -> Attraction -> Persuasion
* Self
  + Concept: Self-Presentation
    - Strategies
      * Promotion
        + Rewards biased self-promotion
      * Depracation
      * Ingratiation
        + Becoming more likable
        + Especially by effort
  + Manifest: App Profile
    - Pre-made parts
      * Fixed
        + Aesthetic

Components

Character poses

Backgrounds

Procedure

Randomize

One screen per part

* + - * + Demographic

Height

Age

Gender

Asked after character

Allows diversity

Location

Place

Distance

Frequency of Exposure

Languages

English, Tagalog, Taglish, Conyo, Jeje

* + - * Chosen
        + Character
        + Personality

Bio

Interests

Prompts

Opening Question

OCEAN?

Love Language?

Time, Acts, Words, Gifts, Touch

Song-Artist (“Anthem”)

Looking for…

Gender

Basis for profiles

If run out, show the rest

Relationship Type

* + - Procedure
      * Players choose where needed
        + The rest plays out
        + Can make it interesting by hiding actual results until end of profile!
      * Align with choices 3 strategies
        + Ex. +1 Promotion
      * Player chooses one at a time
      * Score to which most aligned with
      * In case of tie
        + Introduce one more part
      * Option to repeat whole process
  + Concept: Explanation
  + Manifest: Loading Screen
    - “Did you know?...” style
* Attraction
  + Concept:
  + Manifest: Swiping
    - Profiles
      * Pre-made defaults per character
      * Minus one chosen
      * Within chosen LF gender
        + If none still, show rest
      * +1 if extraverted, agreeable, social skills
      * -1 if narcissistic
* Persuasion
  + Concept: Factors for Success
    - Communicator Traits
    - [Verbal?]
  + Concept: Methods to Resist
    - Reactance
    - Forewarning
    - Selective Avoidance
    - Contrary to Views
    - Individual Difference
  + Manifest: Chatting
    - Procedure
    - Sections
      * Intro
        + Pre-made to character
        + Communicator Traits

Credible

Attractive

Physical

“beautiful is good”

Personality

* + - * Attraction
        + Dis/liking Others

Similarity

Complementarity

Opposites attract

Attitude Similarity/Consensual Validation

Same ways of thinking, feeling; same views

Balance Theory

Balance

Like + Agree

Positive emotions

Imbalance

Like + Disagree

Negative emotions

Want to resolve

Non-balance

Indifference

* + - * + Types of Close Relationships

Friendship

Mature Friendship Formation

Mutual Support

Self-disclosure

Gender Differences

Women - Intimacy

Men - Activities

Similarities

Actual

Perceived

Love

Types of Love

Passionate

Companionate

Unrequited

Triangular Model

Passion

Intimacy

Commitment

-> Consummate Love

* + - * Persuasion
        + 5 Success/Resist

1 towards success

1 method to resist

Contents based on Attraction

Dialog expounds based on choice

Success score updated

Ex. +1 if success, -1 if resist

* + - * Outro
        + Communicator Traits

Liked

“Not persuasive”

* + - * + Tally Score

Matching & Chatting Scores

* + - * + Conclusion

Block, Ghost, Bye, Friend, Date

* Game End Screen
  + Summary
    - Profile
      * Results
      * Explanations
      * Tips
        + Need for affiliation

Even if “don’t need it”

* + - * + “Love is blind”

Partners are most attractive

* + - * + “Red is sexy”
    - Swiping
      * Results
      * Explanations
      * Tips
        + Complementarity

Opposites attract

But weak evidence

* + - * + Matching hypothesis

Same level of attraction

* + - * + Implicit egotism

Even trivial things

* + - * + Attitude similarity/Consensual Validation/Dis-agree in Balance Theory

Same ways of thinking/feeling

* + - * + First impressions

Can form in less than a second

* + - Chatting
      * Results
      * Explanations
      * Tips
* Goal:
  + Get together with someone!
* Other Needs
  + Title Screen
    - Title
    - Logo
    - Sections
    - Font
  + Driving Factor
    - Theme
    - Hook
    - Ex. Bancit Kantunan
* Game Flow
  + Title Screen
    - Start
    - Options
    - Credits
    - Exit