* 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 (diverse!)

Location

Place

Distance

Languages

English

Tagalog

Taglish

* + - * Chosen
        + Character
        + Personality

Bio

Interests

Prompts

Opening Question

OCEAN?

Love Language?

Song-Artist (“Anthem”)

Looking for…

* + - Procedure
      * 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
* Perception
* Attraction
* Persuasion
* Goal:
  + Get together with someone!
* Other Needs
  + Title Screen
    - Title
    - Logo
    - Sections
    - Font
  + Driving Factor
    - Theme
    - Hook
    - Ex. Bancit Kantunan