Simmer  
Dating App Simulator

A Short Dating App Social Psychology Visual Novel

Final Project for Psych 180, AY2324 1S

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## Game Identity / Mantra:

Explore the social psychology of dating apps through a short replayable experience that integrates concepts from the major topics of self, attraction and close relationships, and persuasion.

## Design Pillars:

|  |  |
| --- | --- |
| Short | Replayable |
| Informative | Polished |

## Genre/Story/Mechanics Summary:

## Features:

List the cool features or unique elements that you want to include in your game.

## Interface:

List the player input method, the controls, and how the player interacts with your game.

## Art Style:

Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve.

## Music/Sound:

Include links to music and sound design similar to What you're trying to achieve. You can also list the emotional responses that the sound should invoke in the player.

## Development Roadmap / Launch Criteria:

**Platform:** Steam/Google Play/iOS/Web. **Audience:** Age/gender/interests.

|  |  |
| --- | --- |
| **Milestone 1:** Mechanics complete - 0/0/00  **Milestone 2:** Boss fights complete - 0/0/00  **Milestone 3:** Levels complete - 0/0/00 | **Milestone 4:** Polish complete - 0/0/00  ---------------------------  Launch Day: 0/0/00 |