* Design
  + Player must complete agent missions as well as keep date entertained/happy
    - General Objectives:
      * Do not die
      * Do not reveal enemies to date
      * Do not reveal true identity to date
      * Do not alert civilians
    - Mission Objectives:
      * Eliminate enemies
      * Retrieve certain objects
      * Remain hidden for X amount of time within close proximity of enemy
      * Sabotage enemy plan (without being caught?) by moving things around
    - Date Objectives:
      * Be in close proximity with date during date’s dialogue
      * Respond to date queries appropriately
      * Retrieve objects for date (drinks, food, gifts, etc.)
  + Player Abilities
    - Outfit Change
      * Civilian outfit
        + Move at normal speed
        + Interact with date
        + Interact with civilians
        + Be seen by date and civilians
        + Sneak
        + Interact with objects
      * Agent outfit
        + Move at top speed
        + Fight
        + Sneak
        + Perform mission objectives
* Vertical Slice of the Game
  + Player is given overall mission objective
    - Possible list of smaller mission objectives
  + Player is given current date scenario
    - Possible list of smaller date objectives
  + Player enters scene with date
    - Player is given first smaller objectives of date and mission
    - Player is tasked with maintaining good affinity levels with date
    - Player will find opportunities to slip away from date and perform mission objectives
    - Player must also return to date scenario and continue maintaining affinity levels
* How to make keeping date happy more lucrative?
  + Ending the date at higher affinity levels grants mechanic-driven bonus for subsequent levels?
* Managers Required
  + Player Config
    - Loadout Weapon
  + Level Data Manager
    - Currently contains config data – Should this be split out?
* How does a level play out?
  + 1. Introduce date scene
  + 2. Begin with date’s 1st request
  + 3. In the middle of this request, introduce 1st mission objective
  + 4. Allow date gameplay and mission gameplay to continue.
  + 5. Complete game and generate results
* Cover Story System
  + Interacting with the date creates a “cover story”
  + With each dialogue choice you pick, you have to make sure that the rest of your choices line up with what you stated previously
  + If a dialogue option doesn’t add up, the date will grow suspicious, lowering the date quality score
  + If the date becomes too suspicious, the date scenario will fail and the player will lose