

Love, Player

Welcome to Love, Player! This is the menu screen.

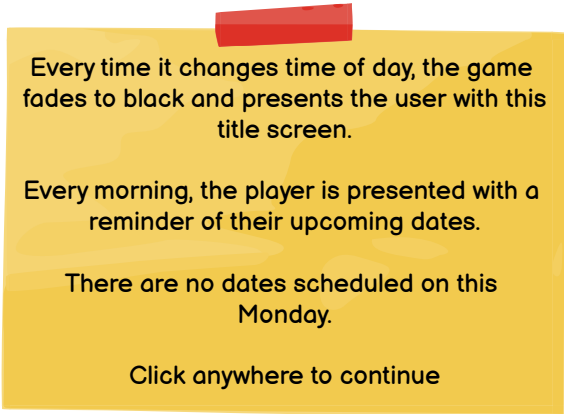
To use this prototype, read the stickynote on each page. These notes tell you what is going on and guides you through the actions the player can take.

The notes tell you where to click to continue

Click Continue to...well, continue

Continue →

New Game



Every time it changes time of day, the game fades to black and presents the user with this title screen.

Every morning, the player is presented with a reminder of their upcoming dates.

There are no dates scheduled on this Monday.

Click anywhere to continue

Monday

Morning

Upcoming Dates: None

Click anywhere to continue

Monday Morning

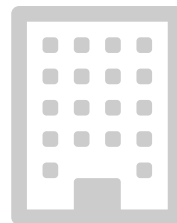
People

Backpack

This is the campus map which shows where you can travel to.

The player can also choose to spend this time of day working (they work remote).

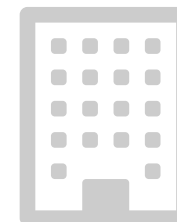
Click on the work banner to continue



Pearson Hall



Union Drive




Central Campus

\$ \$ \$ \$ \$

Work For Cold Hard Cash

\$ \$ \$ \$ \$



This is an example screen of what it might
look like after you work.

This acts as both a notification saying you got
paid as well as an announcement that a new
time of day has started.

Click anywhere to continue

Monday

Afternoon

You spend the morning hard at work. +\$500

Click anywhere to continue

Monday Afternoon

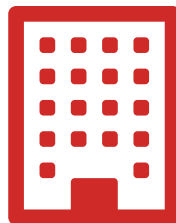
People

Backpack

There are three areas of campus the player can explore.

Clicking one of these areas takes the user to the overworld map for that area. Each area of campus has unique backgrounds, location names, and NPCs.

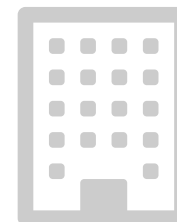
Select Pearson to continue



Pearson Hall →



Union Drive



Central Campus

\$ \$ \$ \$ \$

Work For Cold Hard Cash

\$ \$ \$ \$ \$

Monday Afternoon

People

Backpack



Streaming Room

Overworld movement involves clicking on arrows to take the player to rooms within the area of campus they selected. In this case, we're in Pearson's Hallway.

Pressing an arrow takes you to the labeled room.

Click Game Dev Lab to continue



Game Dev Lab



Dateable NPC



Store Clerk

Monday Afternoon

People

Backpack

Moving around campus takes time, which is represented by the action bar. The action bar is made of four "actions" but moving only takes a half action. Moving and eavesdropping (shown next) take half actions, while talking to NPCs either fills the rest of an action or takes a whole action itself.

Click streaming room to continue



Streaming Room



Hallway

Monday Afternoon



People

Backpack

Notice that the action bar is now full.

When exploring the overworld, the player can collect conversation topics by eavesdropping on the conversations around them.

Click the speech bubble to continue.



↓
Hallway

Game Dev Lab →

Monday Afternoon



People

Backpack



When clicking on a conversation, a bubble appears that shows a message in line with the category of the conversation and a notification next to the backpack button that shows the topic has been added to the inventory.

Shown here are the other categories.
(Category types not set in stone.)

Final version will also use descriptive icons rather than color swapped speech bubbles.

Click on the pop-up to continue.

(Note: in the final game, the pop-up will fade and disappear after a set amount of time.)

Did you hear how good our basketball team is?
Apparently we dominate.



Sports



Other Categories



Video Games



Locations



Game Design



Social Media



Academics

Hallway

Game Dev Lab



Monday Afternoon

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People

Backpack

Reminder: Eavesdropping is
only half an action.

Click on Hallway to continue



Hallway

Game Dev Lab →

Monday Afternoon



People

Backpack

Clicking on NPCs in the overworld allows you to start a conversation with them.

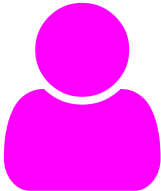
There are three types of NPCs:

- 1) Dateable NPCs
- 2) The store clerk
- 3) The Pick-Up Artist (not shown here)

Click on Dateable NPC to continue

Streaming

Game Dev Lab



Dateable NPC



Store Clerk

Monday Afternoon

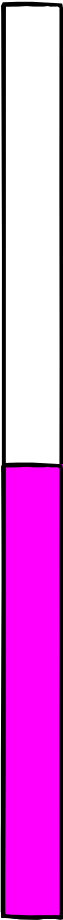


People

Backpack

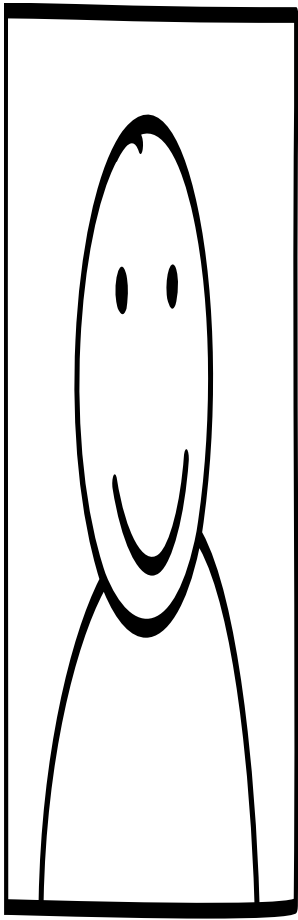
Reminder: talking
takes a full action

100%



50%

0%



Chat

This is the screen for talking to a dateable NPC.

Here, the player can "shoot the shit" which will allow them to select a conversation topic to mention to the NPC.

Click Shoot the Shit to continue.

Hey! I was hoping I'd bump into you today. What's up? Wanna chat for a bit?

Shoot the Shit

Say Goodbye

Monday Afternoon



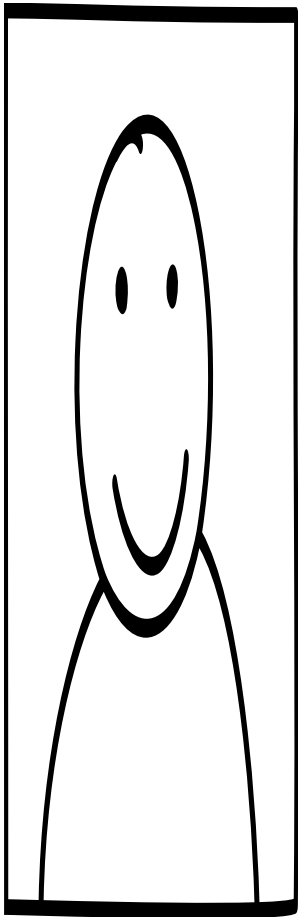
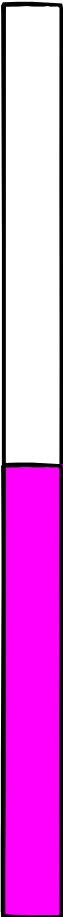
People

Backpack

100%

50%

0%



Chat

This is where you use the conversation topics
you've collected in the overworld.

Click on the Orange icon to continue.
(reminder that orange is sports)



x1



x1



x0



x0



x0



x0

chat for a bit?

Shoot the Shit

Say Goodbye

Monday Afternoon



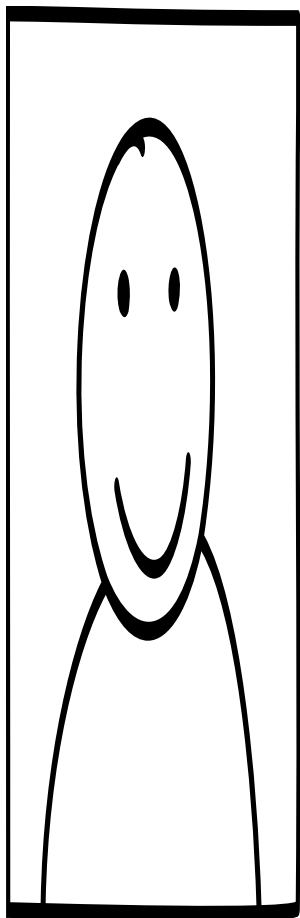
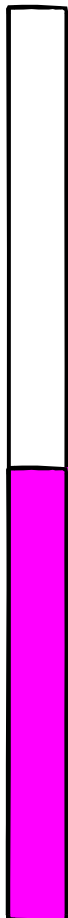
People

Backpack

100%

50%

0%



Chat

The topic that was last overheard will be the comment that is loaded. In the previous example, the overheard conversation was about basketball, so when we choose sports the basketball topic is brought up.

Click the basketball message to continue.

(Note: the user will not have to click the message, it'll all be automated.)

Design Note: Unfortunately, I can't change the color of the chat bubbles. We will assign colors to each so that it's easier to tell who is saying what and to show what topic was chosen.

Hey! I was hoping I'd bump into you today. What's up? Wanna chat for a bit?

Have you heard about how good our basketball team is? Apparently we're pretty good.

Shoot the Shit

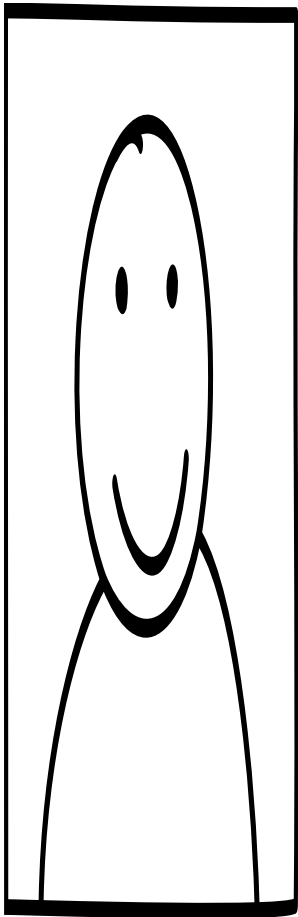
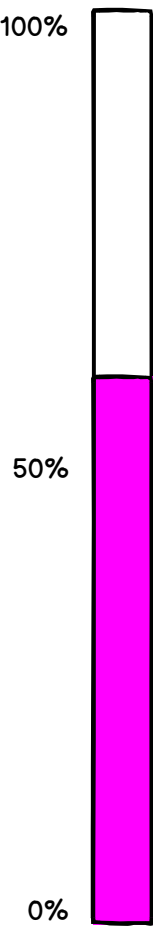
Say Goodbye

Monday Afternoon



People

Backpack



Chat

Each conversation topic affects NPCs differently.

This NPC only sort of likes sports, so the bar was raised only a little bit.

As of right now, topics will never lower affection but this needs to be tested and discussed.

Click Shoot the Shit to continue

Hey! I was hoping I'd bump into you today. What's up? Wanna chat for a bit?

Have you heard about how good our basketball team is? Apparently we're pretty good.

Yeah, I heard that but I don't really know much about basketball...or any sports really. I'm more the stay-inside-and-game kind of person.

Shoot the Shit

Say Goodbye

Monday Afternoon



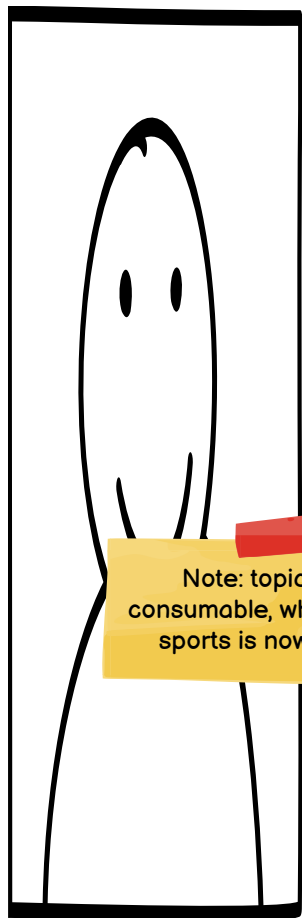
People

Backpack

100%

50%

0%



Note: topics are consumable, which is why sports is now at zero

Chat

Now we'll see how they respond to another topic.

Click the purple topic to continue.

(reminder that purple is video games)

🗨️ x0 🗨️ x1 ➡️ 🗨️ x0
🗨️ x0 🗨️ x0 🗨️ x0

Shoot the Shit

chat for a bit?

but how good our basketball team is? Apparently we're pretty good.

all...or any sports really. I'm more the stay-inside-and-game kind

Say Goodbye

Monday Afternoon



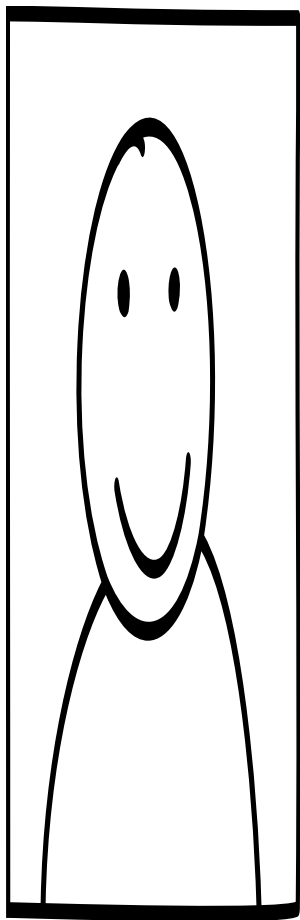
People

Backpack


100%

50%

0%



Chat



Click the Call of Duty message to continue

Hey! I was hoping I'd bump into you today. What's up? Wanna chat for a bit?

Have you heard about how good our basketball team is? Apparently we're pretty good.

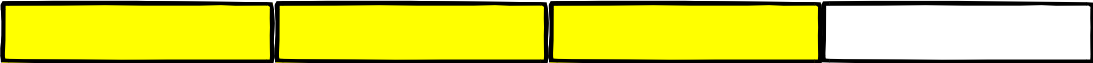
Yeah, I heard that but I don't really know much about basketball...or any sports really. I'm more the stay-inside-and-game kind of person.

I heard the new Call of Duty: Adjective Noun is pretty good. What do you think?

Shoot the Shit

Say Goodbye

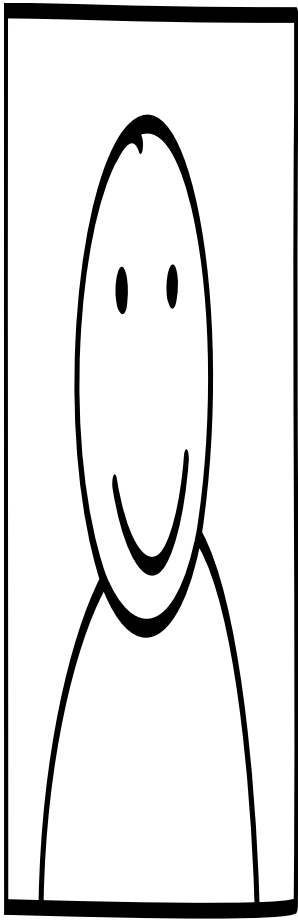
Monday Afternoon



People

Backpack

100%



50%

0%

Chat

This NPC is a giant fan of video games, so their affection bar was raised a lot.

Since they've reached 100%, they're now ready to be asked on a date. Thus, the "Ask on Date" button has appeared. This feature will be covered later.

Click Say Goodbye to continue (for now)

chat for a bit?

but how good our basketball team is? Apparently we're pretty good.

Yeah, I heard that but I don't really know much about basketball...or any sports really. I'm more the stay-inside-and-game kind of person.

I heard the new Call of Duty: Adjective Noun is pretty good. What do you think?

Holy crap, YEAH! I'm so unbelievably excited for this game. It's going to be amazing. I've been watching all the trailers and following all the devs on Twitter. I'm beyond excited.

Shoot the Shit

Ask on Date

Say Goodbye

Monday Afternoon

People

Backpack



Streaming Room

The gift vendor is where you can buy gifts to give to NPCs when their affection bar is full. You spend the money that you make from working on these gifts.

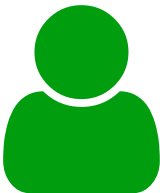
Click on Store Clerk to continue



Game Dev Lab



Dateable NPC



Store Clerk

Monday Afternoon

People

Backpack

The gift vendor allows you to purchase many gifts of different types.

The system works like most modern shopping sites where you can add items to your cart and check them out all at once.

Notice that each item color matches one of the conversation topics. That's because gifts are meant to be given to specific individuals that align with those topics. I.e. since the person in this walkthrough loves video game topics (which was purple) she'll like the purple gift (which will be some kind of video game).

Click item #1 to continue

Store Shelves

1

\$50 →

5

\$400

3

\$10

6

\$400

2

\$70

4

\$60

Total

\$0

Bank Account

\$500

Cart

Welcome to the campus bookstore! We accept U-Bill!

Check Out

Say Goodbye

Reminder: talking takes a full action (this is the last thing the player can do this afternoon)

Monday Afternoon



People

Backpack

Item #1 has now been added to the cart.

The Total box shows the total price of the cart while the Bank Account box shows how much money would be left after checking out.

The parentheses in the Bank Account box are only there until you check out.

The clerk will also make generic comments about the items the user selects as they add them to their cart.

Click item #2 to continue

Store Shelves



\$50



\$400



\$10



\$400



\$70 →



\$60

Cart



Total

\$50

Bank Account

(\$450)

That item's been flying off the shelf.

Check Out

Say Goodbye

Monday Afternoon

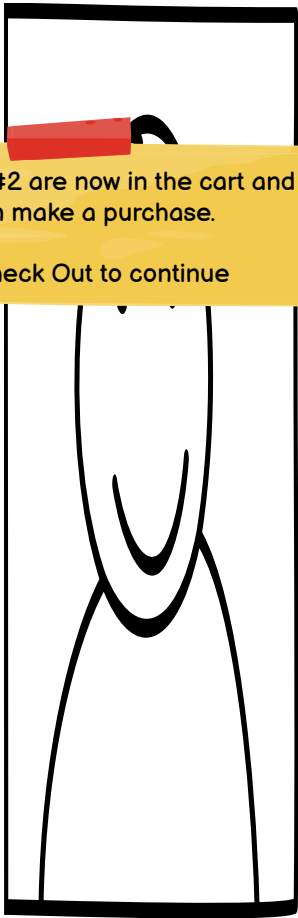


People

Backpack

Items #1 and #2 are now in the cart and we can make a purchase.

Click Check Out to continue



Store Shelves



\$50



\$400



\$10



\$400



\$70



\$60

Cart



Total

\$120

Bank Account

(\$380)

You wouldn't believe how many of these we sell.

Check Out

Say Goodbye

Monday Afternoon



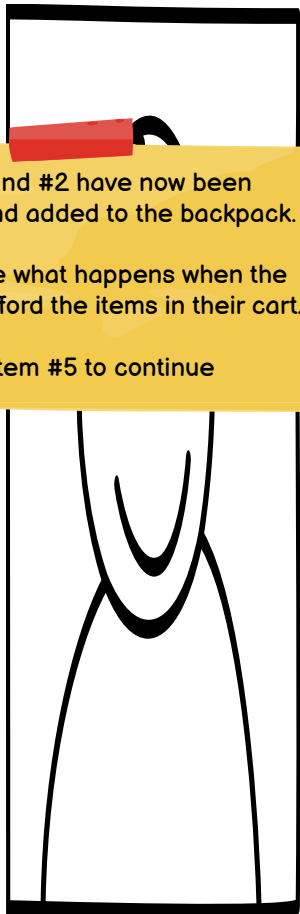
People

Backpack

Items #1 and #2 have now been purchased and added to the backpack.

Next we'll see what happens when the player can't afford the items in their cart.

Click item #5 to continue



Store Shelves



Sold Out



\$400 →



\$10



\$400



Sold Out



\$60



Cart

Total

\$0

Bank Account

\$380

Do you need a bag?

Check Out

Say Goodbye

Monday Afternoon



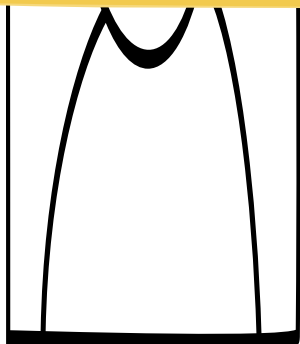
People

Backpack

Item #5 costs more than the player has available to them, so the Bank Account box shows a negative balance and the text has turned red. The check out button will not be available to them unless they can afford all of the items in the cart.

To remove an item from the cart, click on it in the Cart box.

Click on item #5 in the cart to continue



Store Shelves



Sold Out



\$400



\$10



\$400



Sold Out



\$60

Cart



Total

\$400

Bank Account

(-\$20)

Ummm...it doesn't look like you can afford that. I can put some items back for you, though.

Check Out

Say Goodbye

Monday Afternoon



People

Backpack

Item #5 has now been removed from the cart.

Reminder: talking to the gift vendor filled the action bar. Leaving the store will now start a new time of day.

Click Say Goodbye to continue



Store Shelves

1

Sold Out

5

\$400

3

\$10

6

\$400

2

Sold Out

4

\$60

Cart

Total

\$0


Bank Account

\$380

We'll put this back for ya. Thanks for making our jobs harder.

Check Out

Say Goodbye



You know what to do
here

Monday

Evening

Click anywhere to continue

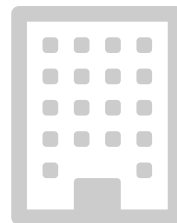
Monday Evening

People

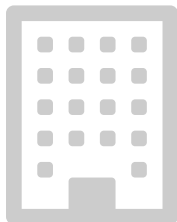
Backpack

The last NPC is located in the library, which is part of Central Campus

Click Central Campus to continue



Pearson Hall



Union Drive



Central Campus →

\$ \$ \$ \$ \$

Work For Cold Hard Cash

\$ \$ \$ \$ \$

As you can see, there are a couple conversations you can eavesdrop in on, but we will not be covering those again.

Eavesdropping opportunities are randomly generated once the user selects which area they will visit from the area map (the one with Pearson, Union Drive, and Central Campus). Each area has two topics that have a higher likelihood of spawning.

The Pick-Up Artist is always located in the library, where they're "studying"

Click Library to continue


Library



Note that there's another blue topic, and that's because Central Campus is where blue topics are likely to spawn

Click on Pick-Up Artist to continue



Pick-Up Artist

Outside

Monday Evening

People

Backpack

Reminder: talking merely fills the bar up when there's a half action

The pick-up artist is where you "level up" your dating skills. The stories he tells you give you advice for looking good on a date. Each story gives you greater advantage in the next date you go on.

His character is fairly well defined. He will be one of those "life-time learners" that has spent a solid number of years at school because he'd rather tell dating stories in the library instead of studying.

You can listen to his stories as many times as you want, but you only "learn a new move" (aka level up) when you hear a story for the first time. This is marked by the "(New!)" in the title.

Click Sappy (New!) to continue

Stories

Sappy (New!)

You know what gets someone's heart melting? A nice romantic dinner, just like this one beautiful night...

Sappy

This one time, I took this girl to this beautiful beach off the coast of Panama...

Quirky

This one girl I met only ate at awful restaurants for date night...but it worked.

Wild

Listen...if the world's most handsome man walks up to you with a briefcase...walk away.

Cozy

There are few greater feelings than snuggling with someone special in front of a wood burning stove.

Hey, man! Got time for a story? I've got a test I need to study for, so I'm ready for a distraction!

Say Goodbye

Monday Evening

[People](#)[Backpack](#)

The Pick-Up Artist will tell you a story based on the description shown on his selection screen. These are detailed, multi-page stories that fit whatever theme was chosen by the player.

Sappy - stories of cheesy, ooey gooey, rom-com style date nights

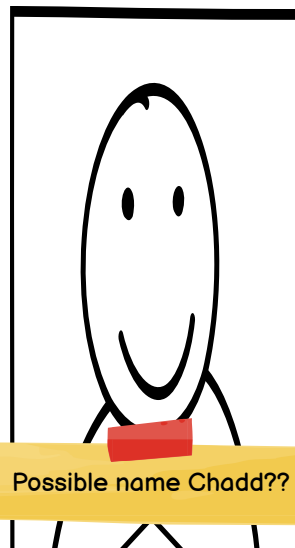
Quirky - stories of the weird, wonderful, and out-there dates that somehow worked out

Wild - stories of action, adventure, and crazy times

Cozy - stories of pure romance that fill your heart with love

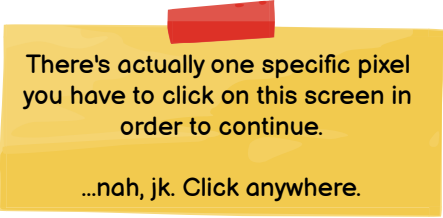
Listening to his stories always consumes the rest of the day (cuz they're just THAT good of stories...)

Click the storybox to continue



Possible name Chadd??

[COPY STORY HERE]]



There's actually one specific pixel
you have to click on this screen in
order to continue.

...nah, jk. Click anywhere.

Tuesday

Morning

You spend all evening listening to the story and get home just in time to pass out.

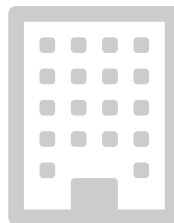
Upcoming Dates: None

Click anywhere to continue

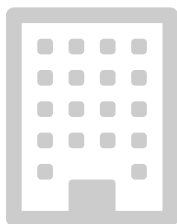
Tuesday Morning

People

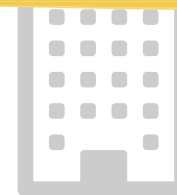
Backpack



Pearson Hall



Union Drive



Central Campus

There are two UI screens that show the current status of the game:

- 1) People - where the player can view known information about the dateable NPCs
- 2) Backpack - where the player can view the gifts, topics, and the smooth moves they've learned

Click People in the topbar to continue

\$ \$ \$ \$ \$

Work For Cold Hard Cash

\$ \$ \$ \$ \$

Tuesday Morning

[Close](#)[Backpack](#)

THIS SCREEN IS IN DEVELOPMENT

- 1) Will allow the player to select a dateable NPC and view their status with said person
 - Affection level
 - Topics of interest
 - A general description of the NPC that evolves after a successful date to convey that the PC is falling more in love with said NPC
- 2) Will allow the player to view dateable NPC schedules (which have to be discovered by the player)

Click Backpack to continue

Tuesday Morning

People

Close

Cash

\$000380.00

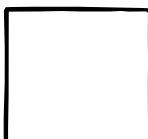
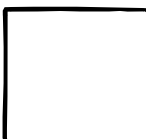
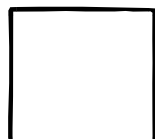
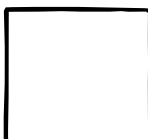
Items



Item #1



Item #2



Topics ?



x0



x0



x0



x0



x0



x0

Moves

Sappy + 2 J

[Spade
Symbol](#)

Q

[Diamond
Symbol](#)

W

[Symbol](#)

Cozy + 1

This screen shows the player's inventory and stats.

The left side of the screen should be pretty self-explanatory.

- 1) The items box shows the gifts you bought from the gift vendor
- 2) The cash box shows the amount of money the player's made
- 3) The topics box shows how many conversation starters you have for each topic

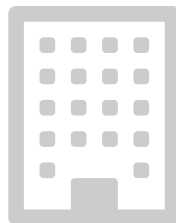
The big box on the right is X'd out because this is where we'll display stats gained from the pick-up artist. Until we design the dating minigame, I cannot design how to display this (since I don't know how we'll be theming everything)

Click Close to continue

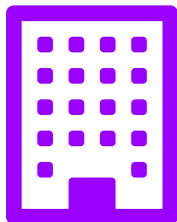
Tuesday Morning

People

Backpack



Pearson Hall

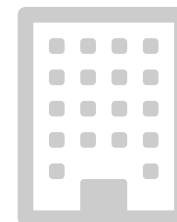


Union Drive →

Finally, let's start the dating process.

Every dateable NPC has a schedule that they follow. The dateable NPC spends Monday afternoons in Pearson Hall, but on Tuesday mornings you can find them in Union Drive.

Click Union Drive to continue



Central Campus

\$ \$ \$ \$ \$

Work For Cold Hard Cash

\$ \$ \$ \$ \$

Tuesday Morning

People

Backpack



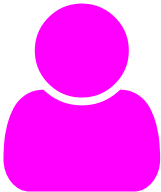
Dining Center



C-Store



Click Dateable NPC to continue



Dateable NPC



Tuesda Morning



People

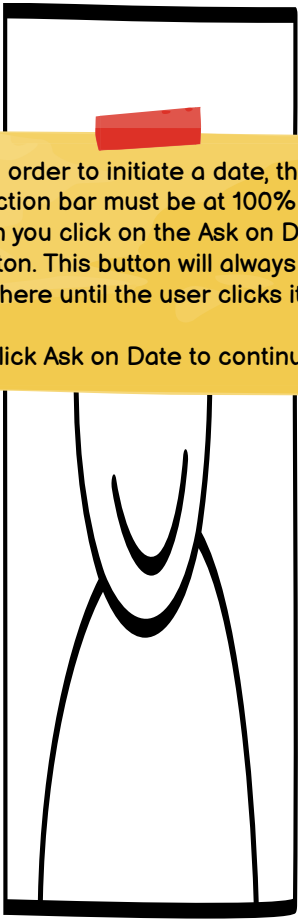
Backpack

100%



In order to initiate a date, the affection bar must be at 100% and then you click on the Ask on Date button. This button will always be there until the user clicks it.

Click Ask on Date to continue



Chat

Hey there...man, I've been thinking about you a lot lately. I'm actually a little surprised I got to see ya today, but damn am I happy that I did.

Shoot the Shit

Ask on Date

Say Goodbye

0%

100%

50%

0%

In order to initiate a date, the player must have a gift that they think the NPC will like. For example, the sporty person will want sporty gifts and the gamer person will want video game gifts.

Ideally, this information may also be hinted at in the conversations the player has with the NPC. I.e. the sporty NPC mentions they'd love a new...basketball or something, Idk. I'm not a sporty person.

In this example, Item #1 is sporty and Item #2 is a video gamey.

Click item #1 to continue

Chat

Hey there...man, I've been happy that I did.

1

Item #1

2

Item #2

t to see ya today, but damn am I

Shoot the Shit

Ask on Date

Say Goodbye

Tuesda Morning



People

Backpack

100%

50%

0%



Due to limitations of the mockup software, I can't differentiate the new message, but ideally it would be designed to look more like a thought bubble than a speech bubble.

Click item Ask on Date to continue

Chat

Hey there...man, I've been thinking about you a lot lately. I'm actually a little surprised I got to see ya today, but damn am I happy that I did.

I don't think they'll like this gift very much...maybe I should save that for another time...

Shoot the Shit

Ask on Date

Say Goodbye

100%

50%

0%

Now we'll offer them Item #2, which the PC believes is a gift the NPC will like.

Click item #2 to continue

Chat

Hey there...man, I've been happy that I did.

1
Item #1

2
Item #2

t to see ya today, but damn am I

d save that for another time...

Shoot the Shit

Ask on Date

Say Goodbye

Tuesday Morning



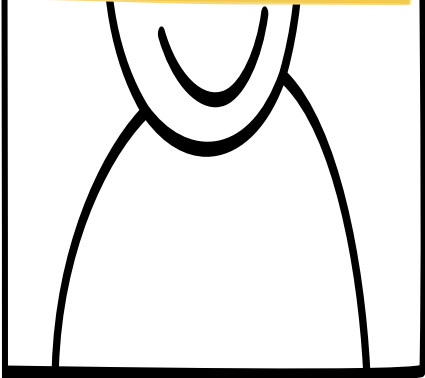
People

Backpack

Wait...you really want to take me on a date? Sure! When? Where?!

We're going to skip a few steps here. Click Monday to set all three options at once. Normally, a user would select each thing separately.

Click Monday to continue



Day

Monday

Tuesday

Wednesday

Thursday

Friday

Time

Morning

Afternoon

Evening

Location

Central Campus - Outside

Central Campus - Library

Pearson - Game Dev Lab

Pearson - Streaming Room

Union Drive - Dining Center

Confirm Date

Cancel

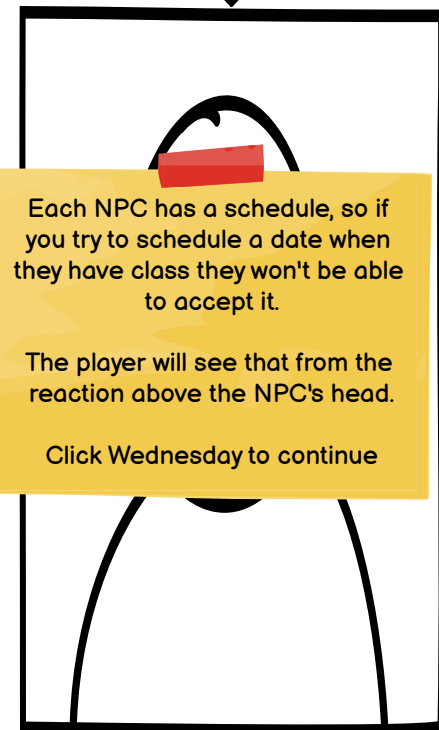
Tuesday Morning



People

Backpack

I actually can't do that...unfortunately, I have class at that time.



Each NPC has a schedule, so if you try to schedule a date when they have class they won't be able to accept it.

The player will see that from the reaction above the NPC's head.

Click Wednesday to continue

Day

Monday

Tuesday

Wednesday

Thursday

Friday

Time

Morning

Afternoon

Evening

Location

Central Campus - Outside

Central Campus - Library

Pearson - Game Dev Lab

Pearson - Streaming Room

Union Drive - Dining Center

Confirm Date

Cancel

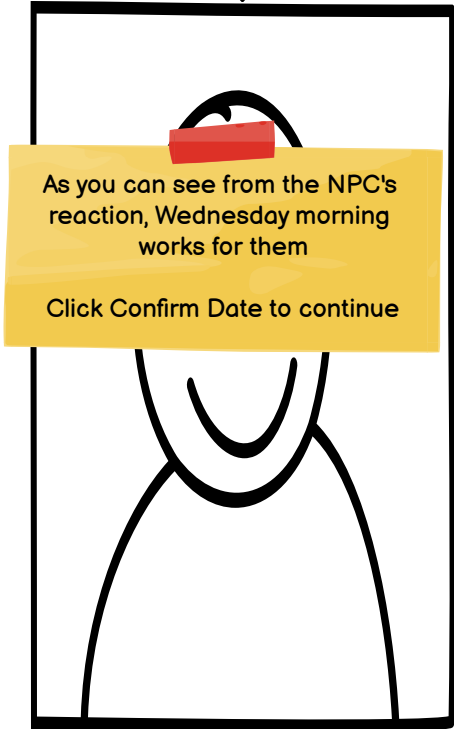
Tuesday Morning



People

Backpack

I'm totally free that time! Let's do something together!



Day

Monday

Tuesday

Wednesday

Thursday

Friday

Time

Morning

Afternoon

Evening

Location

Central Campus - Outside

Central Campus - Library

Pearson - Game Dev Lab

Pearson - Streaming Room

Union Drive - Dining Center

Confirm Date

Cancel

Tuesday Morning



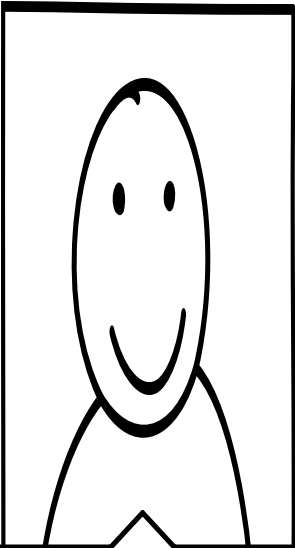
People

Backpack

We're going to fast forward to Wednesday morning. This button won't actually exist in the game.

Click Time Travel to continue

~~TIME TRAVEL~~



Oh yay! I'm so excited! I'll wear my best clothes or whatever...see you then!

DON'T CLICK ANYWHERE

YOU'LL DOWNLOAD A VIRUS

Actually, you won't. Click anywhere
to continue

Wednesday

Morning

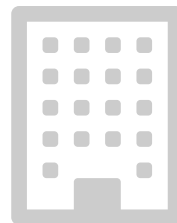
Upcoming Dates: Today

Click anywhere to continue

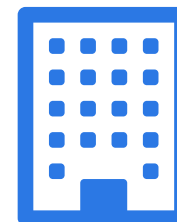
Wdnesday Morning

People

Backpack



Pearson Hall



Central Campus →

Now to meet the NPC for the date,
which we scheduled for Wednesday
Morning on Central Campus

Click Central Campus to continue



Union Drive

\$ \$ \$ \$ \$

Work For Cold Hard Cash

\$ \$ \$ \$ \$

Wdnesday Evening

People

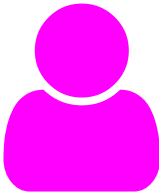
Backpack



Library

An NPC will always be at the set location at the time set for the date.

Click Dateable NPC to continue



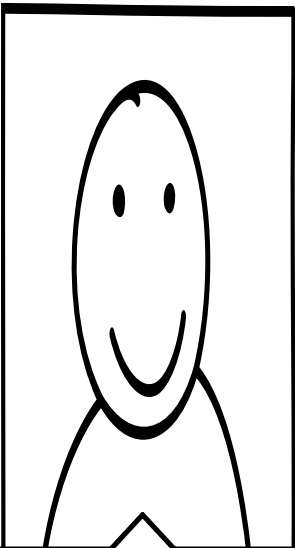
Dateable NPC

Wdnesday Morning


People

Backpack

This will be the introduction screen that sets the scene for the date, whether it's a picnic, a game of ultimate frisbee, or just a lawn study date.



Hey, I'm so happy you came! Don't I look [[gendered adjective]]?



This marks the end of the Love, Player
mockup/walkthrough.

I do not have anything to show for the minigame,
because we will be redesigning it. So let's get to it!

Hopefully this wasn't too confusing and you were
able to follow. Shoot me any questions you have and
I'll be happy to answer 'em.

Close this file to continue