READ ME

Overview

*Love me, Block me* is an interactive game based on true events. The user will interact with a pre-programmed avatar who will randomly display an action based on pre-programmed options. Based on the option, the user will gain points or lose points. Gaining points results from the avatar randomly selecting a “good action” while a “bad action” results in negative points. The actions are listed below:

Good actions

* Shows-up
* Relatively timely
* Looks like photo
* Kind/considerate
* Listens
* Nice to their mom
* Not married

Bad actions

* No show
* Not on time
* Interrupts
* Currently married in a non-open relationship
* Mean to their mom
* Mean to waitstaff

Point total

A total is displayed after the date. Each total corresponds to a prize or adventure the user can then embark on.

10 points – Congratulations! You’ve earned a trip to the jewelry store to look at engagement rings!

9 points – Congratulations! You live together with your partner!

8 points – Congratulations! You have met your partner’s loved ones!

7 points – Congratulations! You have a partner!

6 points – Congratulations! You both have decided to have “the talk” about entering an exclusive relationship with one another!

5 points – Congratulations! You’ve been dating three months!

4 points – Congratulations! You’ve been dating a month!

3 points – Congratulations! You’ve been dating a week!

2 points – Congratulations! You’ve been on three dates!

1 point – Congratulations! You two like one another!

0 points – Congratulations! You did not die.

-1 points – oh no! It looks like your date is inconsiderate. Not all hope is lost!

-2 points – oh no! You’re dating a juice bag.

-3 points – You have let them know that they are not a good match.

-4 points – You have unmatched with your date on your dating app.

-5 points – You now ignore their messages.

-6 points – You have now blocked their texts.

-7 points – You have now blocked their calls.

-8 points – You have now blocked them on social media.

-9 points – You now ignore them in the grocery store.

-10 – Congratulations! You have won a trip to the animal shelter to adopt 5+ pets of your choosing!

-11 – You will be alone forever.

The user is presented with three options that they can select from each round. The avatar’s response is pre-programmed based on the user’s response.

User options:

* “Hi! I see you are running a bit late”
* “How do you feel about your mom?”
* “Do you have any pets?”
* “Have you ever killed a person? Just kidding! Are you married? “

User Stories

As a user, I want the ability to see my point total.

As a user, I want the ability to have an image appear on screen to demonstrate that the avatar does not match his photo when it is randomly selected that my date did not match his photo.

As a user, I want the ability to select what I will say based on three choices each round.

As a user, I was the ability to see the point total under “oh no!” and “yay!” throughout the course of the date.

Wireframing

Graphical user interface, application

Description automatically generated

A screenshot of a computer

Description automatically generated with medium confidence

Graphical user interface, application, PowerPoint

Description automatically generated

Graphical user interface, text, application

Description automatically generated

Entity Relationship Diagrams (ERDs)

User - x location on canvas – appears to be across a table from date

Date – y location on canvas – POV of user

Height – user is not seen, a rectangle is used to view date

Width – user is not scene, date will be proportional to table

Color: date will be gray

function – userChoice – used to hold the three options the user will choose from to move the date forward

function – dateResponse – the loop that will randomly determine what the date responds with from the dates’ selection

function – calculatePointTotal – used to add the “bad action” and “good action” individual point totals together at end of date.

function – goodActionPoints – used to keep track of “good action” points during date

function – badActionPoints – used to keep track of “bad action” points during date.