Similarity
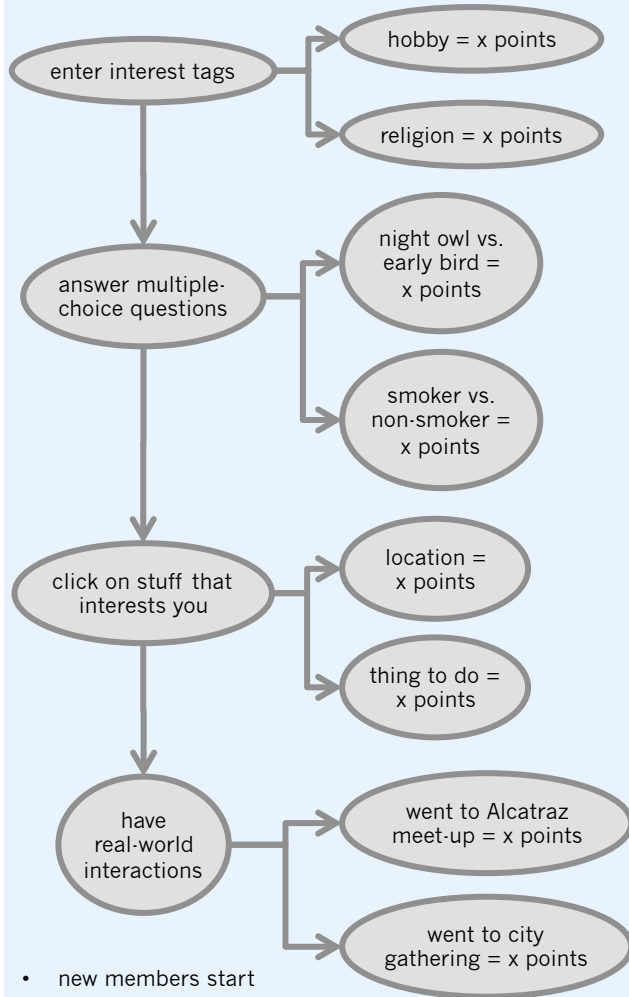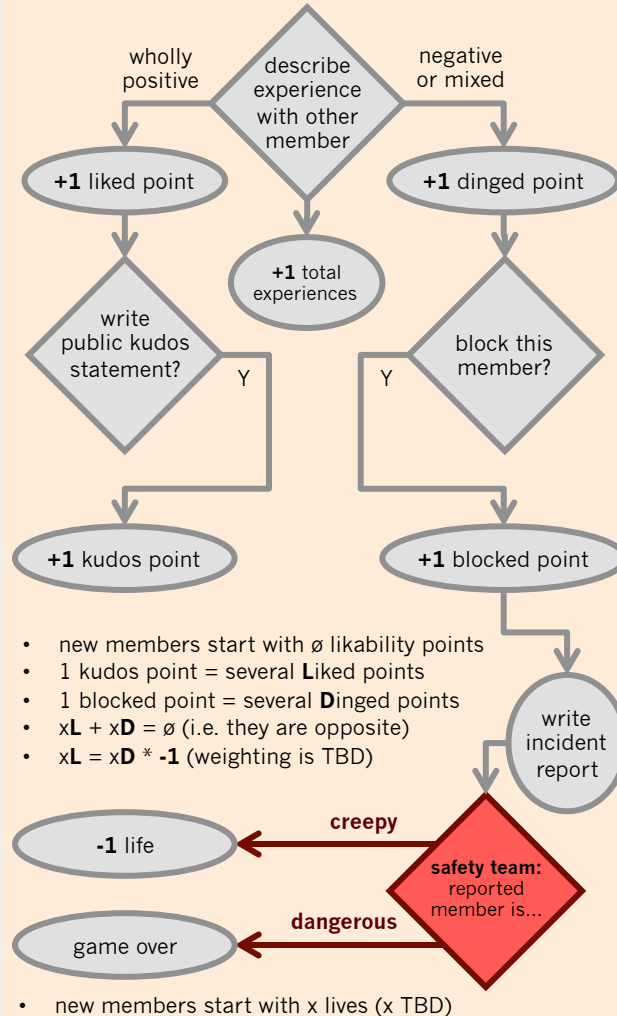
Similarity points are calculated between two members based on their self-descriptions and their actions. Points are not public.
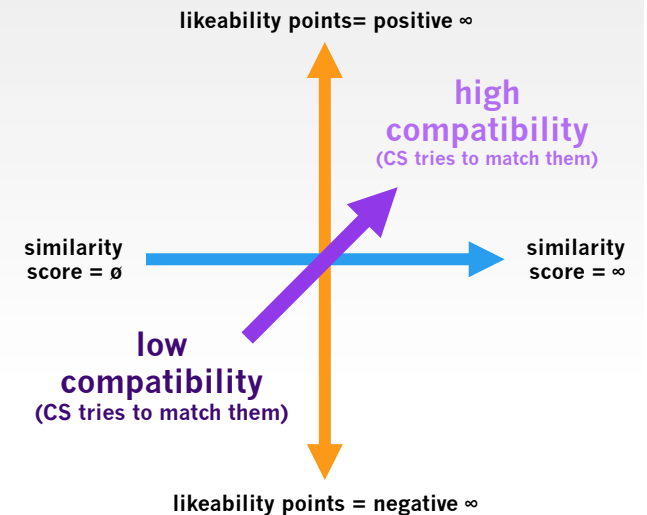
- enter interest tags
  - hobby = x points
  - religion = x points
- answer multiple-choice questions
  - night owl vs. early bird = x points
  - smoker vs. non-smoker = x points
- click on stuff that interests you
  - location = x points
  - thing to do = x points
- have real-world interactions
  - went to Alcatraz meet-up = x points
  - went to city gathering = x points

- new members start with ø similarity points

Likeability

Members earn likability points from other members after any member-to-member interaction. Point & reports are not public.

describe experience with other member
- wholly positive → **+1** liked point
- → **+1** total experiences
- negative or mixed → **+1** dinged point

write public kudos statement? — Y → **+1** kudos point

block this member? — Y → **+1** blocked point

- new members start with ø likability points
- 1 kudos point = several **L**iked points
- 1 blocked point = several **D**inged points
- x**L** + x**D** = ø (i.e. they are opposite)
- x**L** = x**D** * **-1** (weighting is TBD)

write incident report

safety team: reported member is...
- creepy → **-1** life
- dangerous → game over

- new members start with x lives (x TBD)

Compatibility

Compatibility is the combination of two members' similarity and likeability scores

likeability points= positive ∞

high compatibility
(CS tries to match them)

similarity score = ø

similarity score = ∞

low compatibility
(CS tries to match them)

likeability points = negative ∞

- New members start with ø likability and ø similarity

- Similarity score will trump positive-likability score
  - This means that new members match with each other and with experienced members who have positive likeability

- Negative-likability score will trump similarity score
  - This means that two members with negative likability will be matched even if they don't share interests