

I. Game Ideas

A. The player is a suave gentleman walking through a night club. Assumedly he's trying to pick up the ladies.

1. The player can perform actions such as

- a. **Charm!** Attracts certain people; those people become **attracted**. They then follow the player around.
- b. **Repel!** Repels people the player doesn't want to follow them. Repulsed people return to **neutral**.
- c. **Insult!** Repels people strongly, but they get **angry!**
See below for people states.

d. Other actions!

2. Swarm/People Types (for flocking)

Swarms are made up of people.

a. Singles — self-explanatory?

i. **Drama Queens** — singles just looking for drama/trouble!

b. **Couples** — binary pairs that follow each other around.

i. **Jealous couples** — you get extra "points" if you steal one of the couple members away, but the opposite person gets **angry!**

c. **Groups of friends** — groups of couples and singles that follow each other around.

3. People States

- a. **Neutral** — Not attracted, not angry, whatever. They're off doing their own thing.
- b. **Attracted** — These people follow the player around. Maybe they radiate hearts that give the player a constant point increase per time interval.
- c. **Angry** — Hate the player's guts. They follow the player around too, but they want to both reduce the number of people attracted to them *and* maybe even hurt the player!
 - i. If an angry person bumps into a **neutral** person, **they too become angry!**

- ii. If an angry person bumps into an **attracted** person, they're now back to **neutral**. There's a cooldown period that lets newly-netural people return to their groups without angry people double-converting them.
- iii. If an angry person bumps into the player, **the player loses health!** There's also a cooldown period for damage so that the player just doesn't die.

- 4. Point system?
- 5. Health system?
- 6. Bonuses?