Doggy High School
Mobile Development

This is similar to a combat-based game, but I did not go for the violent options route. Instead, I went for a game where you are against the queen bee at a high school.

Attributes
Health = Popularity
Strength = Integrity
Magic = Socialization

Combat Options
Attack = Spread Rumor
Magic = Expose Truth
Healing = Making Frien

The premise of my game is that you are a dog going to Doggy High School, and you want to defeat the queen bee, Lulu! Therefore, your attributes are Popularity, Integrity, and Socialization, and the combat options are Spreading Rumor, Expose Truth, and Making Friends.

When you spread a rumor, you decrease Lulu's popularity. However, this cost you integrity points. In addition, your popularity points could also decrease a little because you lied and spread a rumor.

When you expose the truth, you expose Lulu's secrets and wrongdoings, which is a big blow to Lulu's popularity. This option requires socialization points. You are deliberately sharing Lulu's wrongdoings with others. However, not everybody believes you, especially Lulu's inner circle, so you could also possibly lose popularity points (but not that many).

When you decide to make friends, this requires socialization points. However, this also increases your popularity. However, since you are not trying to spread rumors or expose truths about Lulu, Lulu could also be trying to make friends and improve her popularity so that it could increase a little.

For the game's ending, I wanted the options of losing, winning, or neither Lulu nor you win. If Lulu wins, that means your popularity points are zero. If you win, Lulu's popularity points are zero. However, if Lulu's popularity points don't equal zero and your popularity points don't equal zero, and if you no longer have integrity points and socialization points, then neither one of you has won because you can no longer use Expose Truth or Spread Rumor. The goal is to defeat the queen bee completely!