Ideer:

dices for randomized outcome (neutral choices, random outcomes after that) eks. 15-20 u die or smth

NPC characters:

Classmates?

Desk mates?

Teachers?

Principal?

Family members?

NPC different kinds:

Dynamic

Round

Static

Stock

Symbolic

Environment:

Social life at school:

Rep

Classmates and friends

Outside school:

Home

Outing

Hang outs

hwtavever

Genre:

School life

Drama

Text-based

Comedy

Your mom

Limited days till uhh idk

Each day has limited time and stuff to be done. The outcome relies in what you choose to do first

A role you’re given based on your choices: good – neutral – bad etc.

A reputation to hold

Mood meter? Health meter???? Idkkdkkedkeidedk LIKENESS MEN? ☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹☹

Character roles:

Main character energy

Rival villain energy

Confidant sidekick energy

U are a foil, fodder character energy

Background character energy

Contagonist sidekick of villain o no

Character trait (based on reputation):

seeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeexxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Gacha system.

Hint romance.

Bromance.

Batting cage (baseball)

Sosial stats (charm, guts, knowledge, profiency, kindness)

Railcannon (ultrakill)

Goodness / evilness meter

Story:

Ulrik kjører bil.

Ulrik forurenser.

Ulrik er main character

Henrik er side hoe

Bromance mellom ulrik og henrik :)

Velg hvordan adrians sister dør:

Kreft

Suciside

Car crash

Easter eggs / Hidden reference / cameos

Death, canon event noen dør.

Sss\

s

Nah uh time loop save your friend tihi

“You”, become skeptical.

Oorr

You get wrongfully accused of a crime 🡪 expelled 🡪 new school 🡪 with a new back

Start:

Start at school

* School goes normal, your first day of school
* You feel like you don’t know yourself
* Something happens
* Alarm goes randomly, you notice a “glitch” effect. (says don’t take the pills)
* Suddenly it’s morning, and your first day of school

Part 1:

* Choose to take pill or nah
  + If yes 🡪 you die :3
* No 🡪 story goes
* You go to school
* Meet a guy super energetic
* You hear a ping / boom sound effect after saying something
* Either it annoyed him (L minus points)
* You make yourself more likable (W plus points)
* Go to school, while walking get weird stares
* Feel like a main character
* Suddenly everything pauses
* Something lights up in front of you
* A screen
* Giving you a few choices with a question saying: “Choose your role”.
* “Role to start with, doesn’t determine your role. Gives you starter pack suited for that role”
  + “main character”
  + “villain”
  + Confidant
  + Deuteragonist
  + Fodder, foil
  + Background character
  + Contagonist
* Confusion dunudndun
* Choose 🡪 everything continues
* You walk to the classroom
* See the friend / stranger you met
* Eye contact 🡪 side-eyes you or smiles and waves or just polite smile
* Teacher tells u to introduce yourself
* Suddenly everything pauses again
* You are told to put in your name. First and last
* Choose 🡪 everything continues
* Get your seat. Beside that dude you met again
* Choices to apologize / say hi / make small talk
* He reacts according to what you did to him before
* If small talk, teacher scolds yall, let yall go with a warning
* After class to lunchtime
* Choose what to do 🡪 eat, explore, make friends
* Explore 🡪 baseball coming right at you
* You choose to, dodge, catch
* A dice rolls, u fail -> get it in yo face
* You get more charisma for catching
* For dodging you avoid medical bills tihi
* You see charisma pop up, how long will it take for you to lvl charisma?
* Would it take me a ton of stars? ..stars?
* Before class starts, some people come up to you
* Asks if you wish to join club
* Yes for club will minus your time but plus your personal stats of something tihi
* Classroom backkkkkkkk
* Get asked question 🡪 if answered correctly 🡪 earn charisma
* If wrongfully 🡪 you get laughed at (plus ur character trait goes to dumbass)
* After school that guy u meet did suciside :000000 (if u chose the mean options)
  + You lose + you die cuz why not :3
  + Start over
* If you don’t choose to eat, and explore up to the rooftop, you save that guy tada!
* But you can choose to push em down if ya want lol
* N get arrested cuz why not :3
* And then
* U die
* If u befriend, you hang with yo friend
* He asks u to double suisciede n u can choose yes or nah

NEW STORYLINE FFS:

Some kind of dating sim but not really cuz uh yeah

Your actions on anyone will result in different kinds of reactions depending on the relationship you have with them

You are new guy. Personal stats start at 0.

You have a “game” meter depending on your charisma and shit

Right now you’re a stock character LOSER

Kind of a replay of you, but you don’t know that.

Your actions result in different endings :# and flashbacks ofc :D

Your personal stats

Each flashback is to help you not go down the bad ending.

Then u start of the game:

You know you’re starting at a new school today.

Twist of the story is that you don’t know why or how you’re here at all.

Getting good grades and good rep is good for you that’s all you know.

Plus you got the brains for it.. right?

But why is that so important anyway right

But as you progress, you begin to remember what you’re here for.

Spoiler alert:

heres the endings for part 1:

you kys 😊 aka you just lose then

someone else dies bc of you :o

nobody dies and you live

Revenge n win

Revenge n lose

‘// for the revenge you kill somebody with your own hands (self-defense maybe we’ll see)’

Waking up in a strange school with no memory, you set out to uncover the truth. Meeting new faces triggers glimpses of your past, stirring a desire for answers and revenge.

Your choices shape your journey, leading you towards redemption or further darkness. As you piece together your history, pivotal decisions await, determining your fate.

In the end, will you find peace or be consumed by the shadows of your past?

Spiler alert:

You are mentally ill lol

If you don’t surround yourself with a good rep nor good people, you lose yourself

Maybe you kill somebody tihi or kys :3 or both if you like that lah

NEW STORY FFS:

COMEDY ONE at school

"Schoolyard Shenanigans" throws you into the chaotic world of high school, where drama, comedy, and the unexpected rule the day. As the new kid on the block, you quickly realize that fitting in won't be easy, especially when your every move seems to attract trouble.

Armed with your wit and charm (or lack thereof), you navigate through a maze of quirky characters, including classmates, teachers, and even the occasional rogue janitor. From the overzealous hall monitor to the mysterious lunch lady with a penchant for conspiracy theories, you never know who you'll encounter next.

But it's not all fun and games. With each hilarious escapade comes the risk of landing yourself in detention, detention, and even more detention. Can you survive the school year with your sanity intact and maybe even make a few friends along the way?

With a healthy dose of slapstick humor, absurd situations, and off-the-wall antics, "Schoolyard Shenanigans" is the ultimate comedy adventure where the only rule is to expect the unexpected.

Characters to charm cuz why not:

Name1:

Energetic character

Side hoe kinda person

Name2:

Weird ass character

Bro belongs in the asylum

Name3:

Nice character

Typical main character behavior

Name4:

Quiet kid

Will he bring out the guns?!

Yourmom:

😊

Name5:

Stupid ass

“huh? Huh? HUH?”

Name6:

Know it all character frfsfs class prez



Name7:

Annoying ass dawg

Narcissistic DICK

Name8:

Charisma 100+

Charismatic (comedically)

Name9:

Idk pops up here and there

Yapper kys miau catss <3

Name10:

Comes every full moon

Very funny

Name11:

Laid back

Chill af

Name12:

Try hard

Try hard af stop sweating bro

Name13:

Most out of pocket person

Yo bro????????????????????

Name14:

Racist (car) (everyone)

Vroom vroom

Name15:

League of legends player

YOU STAN K

Name16:

Nomnomnom AM AM AM

YOU:

You can become whatever you want :)

(only for plot reasons sake)

Endings:

If you romance / hang with everyone 🡪 you uh die lol

If you have one person 🡪 school explodes lol

Throughout the story make choices to fit into one of these:

Hero

Antihero

Sidekick

Villain

Lover

Mentor

Mother

Everyman

Damsel

Trickster

Scapegoat

Outlaw

Rebel

Leader

Dumbass