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1 - Overview

What is love? is a linear storytelling game, when other games like this usually give the player choices that will change the way the story goes, in this one you'll be seeing the story from the other side, this time you'll be the one hearing the story.

2 - Gameplay

The player will be a character that listens to his friend's advices, it's short for being linear but interesting for showing the view, opinions, feelings of many about what is love.

3 - Story

Everybody has a different view of the world, they have many beliefs, many opinions, many feelings. The feeling that is until today one of the most important one, and not only wished but needed by many, is love.
But what is love? The song immortalized by that car scene in A Night at the Roxbury? No, the feeling.

Love is hard to describe, sometimes it takes a whole book about it, or maybe a word, and if you are very lucky, a kiss. Or a hug, a hug is good too.

Not everyone thinks the same, is love a physical attraction? Is love anything but that? Is love even real?

Some may say it is, while others might defend that love is inexistent, but, deep within their bones they believe that love exists, but, is it even possible for us to achieve it? Or is it just an illusion created by the media, by our parents or even by ourselves to keep us going through the day?

Well, let's find out.

4 - Characters

Player: You, yes, you! You are the player, well, that's how someone that plays a game is called.

The person that is playing should use their imagination to create who they are, their name, their background, even themselves. Not that it will have any impact in the story whatsoever. But it's nice to know who you are. The recommended is being who you are and seeing the game as something real that is happening.

Friend: This is the guy talking to you, he is your best friend, you both shared some great moments together, learned a lot, but you can always learn more right?

He is smart, great looking, funny, unpredictable, a little childish but kind hearted, and knows what he is saying, some even say he has a striking resemblance with the developer, but who am I to say? I mean, he does sound like me.

Listen to everything he says, in the end, you may even learn a thing or two. Or not, sometimes all he says is gibberish.