

Bad Romance: A Sensual Survival Simulator

Overview

This game has you surviving being followed by a psycho lover who is trying their best to earn your love and affection through any means necessary. This game is essentially a reverse dating simulator. You will be interacting with other players, characters, and events, but your lover will be trying to win you over as the events of this game unfolds. Depending on the actions taken throughout the game, you may end up with your favorite characters murdered or find yourself in unfavorable circumstances.

Gameplay

Each day, you will find yourself choosing between different locations to explore and choices to interact with the other characters. Within each game, you will have ten characters to interact with and to befriend. Interacting with each of these characters will help you build up a firm friendship with them and progress how much information you know about them. As you explore, you will also collect items that will help protect you and others in the second and third acts of the game.

This game will consist of three acts. Act 1 will be your core exploration and relationship building act. This will be the time to find out who the other characters are and what they are like. Act 2 will be the introduction of your stalker slowly and will introduce some more of the scary elements of the game. The friends you acquired in Act 1 may be targeted, frightened, or threatened from your “Psycho Lover.” Act 3 will take all of this and turn up the heat much higher. Your friends may be kidnapped, attacked, or murdered to keep you alone. You may even be attacked if you act cruelly towards the character who was decided to be the “Psycho Lover”

What makes this different from typical romance games will be the sudden survival aspects. After the first act of the game, you will be sprung into a survival management version of this formula. The characters you managed to get closest to will slowly get killed off and you will experience traces of a stalker. Utilizing your items will ensure both your own safety, and the safety of the other characters. Suddenly, your new objective is to make sure that everyone survives until the end of the month while also uncovering enough evidence of who your psycho stalker is.



Rules & Mechanics

Items

Items will typically fall within one of these two categories. Friendship or Survival. Friendship items are used to gain more information on a character and to gain friendship points. Survival items are meant for the second and third act of the game and will be used to defend yourself from attacks, help your fellow friends, or attack other characters. These can be found within each of the different locations depending on the choices you make.

Friendship

Friendship is the core of what determines your relationships between each of the different characters. This will determine how many different traits of someone you know, what their interests are, and so on.

Locations

Each day, you will choose one of 4 locations to visit. At each of these locations, you will be allowed to do one of x different things. Each of these things will aid in the different objectives of the game.

Searching

Searching at any location will give you the opportunity to collect items. Some items found will aid in progressing relationships, while others may be used to protect yourself and others. For example, the “Grocery Store” may give you chocolates that give +1 friendship hearts to someone or it may give you planks to help board up your home. See above example.

Conversation

Having a conversation with the other characters will help you gain information on the likes and dislikes of someone along with clues to their own liking of you. This will be one of the core ways to find out if someone is your stalker or not. As you understand the quirks of players, you will be able to deduce others better.

Winning & Losing the Game

Winning or losing the game will be determined by the character ending you are seeking, mixed with some personal conditions. These are some the general conditions found during any base game without any character specific ideas.

Winning

Surviving 4 Weeks: Survive through 4 weeks without being murdered or kidnapped.

Killing or Arresting Your Lover: Find out who your lover is and then have them killed/arrested.

Losing

Getting Murdered/Kidnapped: Get murdered/arrested by your lover.

Lose all NPC characters: Your lover kills everyone else

Special Conditions

Fall in Love with Your Psycho Lover: You end up choosing your lover instead of anyone else.

Endings

Each of these will provide you with a different story ending depending on your decisions. Some of these could end early in Act 2, or could wait until the final act to be executed.

Song Information

I personally chose this song because I have always found joy in her music and the journey that she has taken over her years. This song was one that I listened to regularly growing up along with songs like Poker Face and Applause. I was also considering doing Poker Face, but I felt that would be too easy of a choice. This song talks about a mix of different themes depending on the way you're looking at it. On surface level, it's a song about a toxic romance and the desire to go for someone despite knowing that they are hurting you. After looking more into the meaning, I've found that it talks about Gaga's feeling of paranoia and facing different "monsters" that she dealt with during her tours. It also speaks about the suffocation of others and dealing with loneliness in relationships.

For my game, I wanted to take these ideas and amplify the idea of toxic love to a higher level. I wanted to play with the direct lyrics as a thought process for the "lover" that you must navigate throughout the game. For the indirect lyrics, I made it so you would be overwhelmed and taken over from both the relationships you form with your friends in the game along with the idolized view you receive from the "lover." I also wanted to include the possibility of actually falling for them regardless as a way to aid these ideas of toxic love.