

The Playground/The Setting

What Characters can do in the world defines the playground.

The Outcomes that come from the Choices and Agency can only exist if there is a functional possibility space of actions that can result in that.

It needs Routines and Structure.

Goals and Desires is the Will of Character to manipulate towards that outcome.

The Cards

Instead of your usual Variables, Stats and Skill Checks we can use Cards to represent different things and has the fundamental property to Interact with other Cards in complex ways.

Cards have a **Magnitude** that can represent its Effect and Power to affect things and its Resistance to being affected.

Some magnitudes can **Decay** over Time.

What would be a Stat's Value Number can be represented based on the **Sum Total Amount** of duplicate cards of all the magnitudes you have as well as cards of the same kind that can be added.

Direct Interaction. Is when the current card is played or interacting cycling through the relevant cards in play and seeing what interaction it has with them.

React Callback. Is when a card is called to react to the current card that is interacting with.

So the relevant properties of cards are Amount, Magnitude, Direct Interaction and Reaction.

Defining Character v2

Characters have Personality Traits/Tropes.

Those Traits populate Topics with the initial Cards that represent their Personal View/Opinion.

The base Topics are used to generate the Subtopics and to Judge others Topics.

At Game Start Relationships are also Randomized.

Personality Traits are also the main driver of interaction before more complex card arrangements are more of a factor.

Some characters have some unique personality trait that can override some scripts.

Fetish Traits are related to Sex Content Assets. Like Dom in BDSM are related to Dom Role.

Defining Character

A Character is a Collection of Cards that define their Personality, Traits, Self and Mood.

A Character is only Data that is sent as Input to a Reaction Script to cause an Outcome.

The Only Content a Character has is in defining the possible Sex Content in terms of Assets.

Characters can also be defined to have Personal Reaction Scripts that supersedes parts of the Generic Script that can be called by the Generic Reaction Script?

Emotions as Cards and The Rules of the Card Game

An Information or Reaction that is Observable, has been Expressed or has caused to Trigger a Reaction with another Card that is being represented needs to be shown to the Player as a Card that is Part of the Internal State "Deck" of that Character.

In other words the Player can observe the psyche of a character, but not fully.

Consequently he can Prod a character with his actions to give himself more information.

Although it is a Risk as it can also cause the Consequences of the Judgment of your actions or opinions on an Event.

Player would need to Defend in the Confrontation, Convince or Negotiate to realign himself.

Similarly the AI Topic Event Map to Know the Cards that are being used as part of the Judgment Process.

Reaction Scripts

When writing a Reaction Script, what matters is the Agency and Action Verbs in which character Act to change the Outcome and the Character Internal State Change, World State Change and the new Information gain.

That's what needs to be Defined as nodes and branches.

Current (Excited) Emotional State and Mood

[Can We Make Talking as Much Fun as Shooting?](#)

An Outcome of Reaction Scripts is a Current Character Emotional State that has a great effect. The more negative emotions and similar kind emotions the more power and likelihood they are given to those actions and interactions.

In other words an Emotional State is a Character wide Buff and Filter.

Mood is similar but in a longer lasting form, and Temporary Emotional State will Decay into the longer form Mood.

Archetype Possession on the other hand intentionally replaces Emotional State and Mood.

The Change of Emotional State as Reaction to a Topic/Event is saved as Emotional Card Deck of that Topic/Event

The Topics Card Container that represents the emotions, caring and severity of that topic and the personal opinion, as well as the possibility of interaction when called.

Those interactions and changes can be saved with the new generated cards.

React is Feedback

Events

Events are a Log of a thing that happens in time that has evidence, witness and clues generated and is part of the investigation gameplay the player must do.

Rumors may also be generated about it.

Events are composed of Topics related to it and the Emotional Reaction and Opinion to them.

Events have a Global Full Log with a History Timeline of what happened but participants can have Partial Views with portions of it they know.

They can also use that to Bluff and Lie to others in parts of the Event in the Timeline.

The Social Game Core

Reaction Scripts → Emotion Card Interactions

Emotion Card Interactions → Actions; Reactions; Emotion Card Transformation

Emotion Card Transformation → Overall Emotional State Change(Mood); Personality Change

Reactions → Reactions → Chain Reactions

Emotion Card Transformation → Emotional Expression

Emotional Expression → Judgement

Judgment + Familiarity + Actions + Other Relationships + Social Groups = Relationships

Personality + Mood + Emotion Cards + Judgement → Reaction Scripts

Goal → Desire → Judgement → Expression of Desire / Promise / Trust → Expectation →

Anticipation → Satisfaction / Denial → Desperation → Barter / Compromise

- Character Reaction Scripts are the **Content Foundation** of the Game
- It is Content because it is actually written Scripts, Dialog and Interaction Functions for every character to use, even if some of the scripts can be generic and not specific to one character.

It can also serve as a great way for experimentation on what is possible with a Procedural Social System.

- The Varied Possible Outcomes of the Scripts adds Gameplay Depth to the Interacting with the Neutral Students.
- The Reactions also serve as a Basis for the Emotion Cards System.
Why would you have drama and emotions? Precisely with the engagement and reaction to these topics.
- Emotional Expression and Sharing and Bonding with other Characters under the same Situation as them.
- The Topics are also part of the Conversation and Action System
Conversation at Class Period and Lunch vs Conversation with Individual Students and at Clubs
- The Full Topic/Event Map with Partial Views and Branching Lies as Misunderstandings is naturally part of the Clues, Rumors and Information Manipulation.
- Since the Character's Personal Partial View can be given their own opinion through emotionally investing cards into that topic and event, and another character can get to know the partial view of another Character, that can serve as a basis for Judgement. In other words a Character can React to the Reaction of Another Character to that Topic.
- Consequently what the Player knows about the Topic/Event Map and the Partial View of others is what he can use in conversation as topics, or try to lie or bluff.
 - A Bluff might not be Called if the Cult AI isn't sure that the Player might have the Possibility of having it.
 - They might still Call and Incriminate themselves.
 - They might not Call to keep themselves hidden
 - Even if Called they might Lie themselves out of it and hope they don't present evidence
 - The Cult Themselves will Bluff and Lie if they can get away with it.
 - Students will just link that Partial View Map and Lie and Bluff Branches to them, and will have a severe negative reaction if there is evidence to the contrary.
 - Fake Evidence and Magic can also be Used.
- A Relationship is the amalgamation of the:
 - Familiarity based on the amount of Information and Actions we have seen from them.
Which Familiarity is Subordinate to the Reactions and Actions below.
Can have some momentum and denial?
 - Their Reactions and Partial View of all this Topics and Events
 - Their Actions they are doing
 - Their Relationship with other characters(recursive? update)
 - Their Cliques,Clubs and part in a Faction
- That means based on their Actions and Reactions can have Drastic Dramatic Impact on another Character based on new Revelations.
- Factions will share the same information in terms of Partial Map Views, with the exception of Betrayers that Infiltrated

The Erotic Game Core

- The Sex and Fetish Content is **Porn Content** of the Game
- All Character need to have certain amount of compatible Gneric Sex Content
- The Magic Initiation Ritual and Orgasm
- Player Mana Fucking
- Generic Orgy Scene with Goons and Trained and Occupied by Cult
- Futa Wrestled Scenes
- Trap Scenes, Tentacle Scenes, Breeding Sows
- Character Pregnancy Sprites and Womb Tattos
- Character will also possibly have Unique Sex Content and Fetish Content per Character and with possible Compabilty with other Roles
- Femdom
- BDSM
- Futa Muscle Wrestling
- Presenting Friend, group impregnation

The Magic Battle and Strategy Game Core

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New Game/+ Start

- Classic Mode w/ tutorial/sandbox
- Hardcore Mode Option/Default Intended Expereince
Locks Endings/Routes and Achievements behind a Game Start Seed and Persistently adds it to the possible endings and routes.
Routes and Endings are branches where you can only Load back without spoiling yourself that changes the route.
Red for previous Route, Black if an Ending has already been set.
Some Routes can have multiple endings.
- Freedom Mode
Can freely unlock stuff without worry, no penalty, promise!

New Game+ Modifiers

- Chuunibyou - Player Starts Magically Initiated and unknown by both factions.
- Hard Boiled Detective - Player Cannot Fuck Students to Generatate Mana.
Hard Boiled Aura provides Resistance to the Supernatural.
Black and White Screen with Color Shades.
Different Note System and Clues? Can Spot Lies in Conversations.
- Normal Student Girl

- Additional Futa from Start
- Mastermind Mode
 - The Male “Player” Character still exists in game as AI Character

Tutorial Stage and Sandbox Mode

Can be Skipped with New Game Plus Unlocks

Recruitment/Initiation

Investigation and Preparation

Magic Role Power Battle

Routes?

Ending and Achievements that Give New Game+ Unlocks