

CM Dating Sim/Visual Novel

We have a discord server to really get this shit working together!

<https://discord.gg/aZPemQE>

Others can join to see the progress(if any) and share some dank memes about this.

Roster:

Skysoldier - Director / Coder

Manezinho - Art / Sprites

Avalanche™ - Talent Scout/Roles

James II - Writer

Alipheese - Writer 2: Attack of the Writers

Karmac - Writer 3: Revenge of the Spriter

Blade2000br- Writer 4: A New Writer

KingPhillipIII - Writer 5: The Skysoldier Strikes Back

Retrokinesis - Writer 6: Return of Another Writer

Frans_Feiffer - Writer 7: A Writer Awakens

Special Thanks To:

Tophatpenguin/Bill - Amazing Soundtrack

???

Overview:

Main character: Write in own name, gender selectable, completely original character.

Roles:

Not Decided Yet

List of people to assign: Brandon 'Colgate' Ruiz , Patton Moore
Mochi 'Teal' Buchanan, Vaughn Shafer, Harry "Rock" Granite

Love Interests:

The characters in brackets can be used as side-characters or kept in as unlockable routes.

Bill Carson- Full of bravado and likes to show off, but when push comes to shove, he's already gone. Pretty much just Bill Carson as he is. Stereotypical popular student.
John 'Spartan' Murry-Quiet/naive hero. He's the hero we all need, but definitely not the one we deserve.
Heinz 'Wulfe' Mueller- Tsundere type character. He talks about executing you but secretly he just wants to be loved.
Rain Winterson-Stereotypical nice girl.
Alicia Parker- Yandere/tsundere mix. "She's rude but wants your marine parts"
Blade2000br, 2018
Xenomorph Queen- Milf/cougar style character. I'm sure that's all that needs to be said.

(Phillip Murray | Lynn Corbray
| Feweh | Madison Delaney | A Predator | Cynthia the Synth | Roscoe Barrett | Joe 'Broccoli' Campbell | Emily Strauss | Chubs | Evelyn 'Hatter' Harlay | Alan Jones | Mudder Plantagenet | Tyrone Keeper | Brandon 'Colgate' Ruiz | Vaughn Schafer | Comrade Sentry
[Confirmed Bonus Route])

Possible Allies/Friends/Quest-Givers:

Anna Costello | Linda Woolard | Kailey Prevatt | Kaelyn Brooks | Emily Horowitz | Lisa Taylor | Irene Rockfelt | Sally Shears | Keith 'Papa Grim' Grimes | Lyla Bennett | Natalia Holderman | Adan Howard | A Predator | Amelie 'Dominatrix' Beatrix | Kate Wooley | Garth Pawolski

Possible Antagonists:

Also Bill Carson | Jason Crowmel | Jack Knight | Randal Wilkerson | Heinz Mueller | RIVAL SCHOOLS -UPP/CLF/Freelancers/PMC Elite Club/Xeno Bullies/IRONBEAR/etc | (Can we

get names of like really recognizable ERT names here, maybe 2-4), Aiko Hall | Alan Drigger
| Nyxia Cancerdancer

Locations/Points of Interest:

Library

Proposed Plot:

Karmac's Prologue Proposal:

You've just woken up aboard the Sulaco, soon discovering you've missed the majority of the operation by overhearing a few marines discussing something about a 'bug hunt' in the cafeteria, you shrug it off, grab an MRE and start snacking. Moments later alarms begin blaring accompanied by a command announcement warning all personnel to prep for boarders, M.O.T.H.E.R. announces the evac shuttles have been activated. You ditch the remains of your MRE, looking around as marines rush off in different directions, everyone in a clear state of panic, almost everyone, rather.

A single Lieutenant steps into view, you check his uniform and see 'B. CARSON' emblazoned on it as he strides past the panicking marines, heading towards the escape pods near as you can tell, you begin to follow him. As you jog towards the rapidly disappearing frame of Lt. Carson you round a corner, spotting a single escape pod just in front of the man, but before you can make it inside the entire ship shudders and you are knocked flat. A large support beam now traps you to the cold steel flooring, the back of your head throbbing painfully, with the last of your strength you look up at the escape pod, only to see Carson repeatedly pressing a button just out of view as his cold, emotionless gaze pierces through you as your struggle to remain conscious becomes increasingly futile.

After the player loses consciousness, they would then wake up in a bed, inside of a completely normal house, and begin preparing for their first day at Almayer Academy. (I know the tense in all this is a little messy but it'll be cleaned up if we go for it, along with dialogue to accompany many of the scenes, as well as some internal monologuing)

Structure:

It has been decided that the structure of the VN will be as follows:

Prologue > Introduction > Decision > Routes > Ending

As far as length for each segment goes, the ideal setup will be:

- 1/10th Prologue
- 3/10th Introduction
- 1/10th Decision
- 5/10th Routes
- The length of the ending is something we can decide when we have it fleshed out.
- Simply put, the Routes should be the majority of the game, with everything before it only necessary as setup to the Routes.
- Currently the ideal length of the VN per route will be 2 hours tops. This is just a theoretical for now, and could end up being much shorter.

Currently the events of the Prologue have not been decided. Nothing important should occur here ultimately.

The introduction section will likely begin with your first day at the Almayor University, and will introduce the main characters, as well as allowing for a few side character to be introduced, no important choices will be made here, but a few minor ones could be. For all intents and purposes you are a completely fresh student, who has had no prior interaction with the cast.

The Decision will consist of the set of events leading up to you locking in which route you wish to go down, minor decisions should be included here as well to begin the process of deciding which side characters you will frequently interact with as friends/antagonists/other.

The Routes will consist mainly of interactions with the chosen character, ideally it will not be entirely about you spending time with them, as this is the place to introduce subplots with side characters and antagonists. If possible a series of set events that occur throughout all

routes should take place here, sports days, musical competitions, a possible insertion of a 'main antagonist' all routes must deal with to some degree. The Ending will require that timelines be kept relatively intact and on track with each other.

The Ending will be the culmination of your choices, you won't make any new decisions here, the player will likely already know by this point if their chosen character will/will not want to continue their relationship, but surprising them with the appearance of previously interacted with side characters will be good for keeping things interesting. Currently the only 'planned' ending we have is Graduation from the Academy, this will be the constant ending across all Routes, with slight variations depending on who you dated and how things turned out.

Finer Details:

- As far as variations of routes go depending on the player character's gender, it's currently undecided but ideally the only changes to dialogue will be changing pronouns when not addressed by name, along with slight variations to actions where it wouldn't make sense for a male/female to perform said action/have action performed on them. I.e. You can't really have a scene where you playfully jab Rain in the boob with your elbow and then copy that exact script for a scene in Carson's route.
- As far as adding supporting characters and antagonists goes, think of the current giant list of characters we have as a 'pool' to draw from whenever you need them inserted to a route/scene. There's no way we'll have the time or patience to assign specific roles to each character, but keep in mind who's using who for a specific role, as this should remain constant among routes.
- Concerning new characters and new routes unlocked after completing certain criteria; likely just beating a route or two, I'd prefer we keep the number of such routes minimal. The only confirmed unlockable route as of right now will be a Comrade Sentry route, the details will be worked out at a later date.
- The general layout of the Academy itself will be reminiscent of a normal highschool, we're looking to emulate an ordinary highschool anime dating sim, but with memes and xeno/predators as staff/students additionally.

The CM Dating Bullshit Quotes

CARSON, BILL - *"You call them friends, I call them acceptable casualties"*

MURRY, JOHN - *"The HEDP isn't the only thing that's blowing up tonight"*

MURRAY, PHILLIP -

CORBAY, LYNN -

WINTERSON, RAIN -

Feweh - *"What did you just fucking say about me you little bitch?"*

DELANEY, MADISON - *"I dated my mother once"*

ATOJE, SON'KA - *8roar*

US'TRIBI, R'KA - **roars autistically!**

SYNTHIA CYNTHIA - **combat synthing intensifies**

PARKER, ALICIA - *"I have 9 pairs of ballistic goggles"*

BARRETT, ROSCOE - *"How'd you like a taste of my roasted baguette"*

CHUBS - *"I AM ON SO MANY DIFFERENT TYPES OF WEED RIGHT NOW"*

STRAUSS, MEOW -

COSTELLO, ANNA -

WOOLARD, LINDA -

PREVATT, KAILEY - *"I am a trap, and you just triggered it"*

BROOKS, KAELYN -

HOWOWITZ, EMILY - *"I will show you a proper sexual assault charge"*

TAYLOR, LISA -

ROCKFELT, IRENE - *"Rockfelt, huh"*

SHEARS, SALLY -

PARKER, RETARD - *"I slept with them already?"*

PAPA GRIM - *"Howdy kiddo, name's Grim, but most folks call me Papa. Don't call me daddy."*

BENNETT, LYLA -

HOLDERMAN, NAT -

CLANCY, JUDY - *"GOD DAMN IT I'M NOT A DAMN UPP SYMPATHISER"*

JONES, ALAN -

HARLAY, EVELYN -

PAWOLSKI, GARTH - *"I'm no genius, but I know a son of a bitch when I see one"*

BLADEDANCE, CALS - *"Who the fuck said you could touch my knife?"*

SCRIPT:

Example formatting:

John Murry: "Unga Dunga, me need attachments."

OR

John Murry: "Good morning sir, Machete, Webbing, HE grenade and a M41A AP mag please."

[Screen transition to x - Murry on the left RO on the right]

>Murry taps on the window

[Move Murry towards centre]

Speech is just

Name: "content"

Actions are

>whatever

Screen effects are

[something happens]

What protagonist thinks

(think)

PCa- When using the Player Character's first name only. Ex: "Hey look, it's PCa!"

PCb- When using the Player Character's last name only. Ex: "Ms. PCb! What do you think you're doing?!"

PCc- When using the Player Character's nickname. I mean. This one is interchangeable with PCa, I imagine it would be used more with your waifu/love interest and friends though.

PCd- When using a Player Character's full name. Ex: "And a Mr... PCd? Is that correct?"

PCe- When using a Player Character's pronouns rather than a name. This one will probably see not too much use since it's easily interchangeable with names but it's good to have on hand, especially if an NPC who doesn't know the PC's name is asking another NPC about them.

All of these are to be used so Sky can use a system to automatically insert the player character's chosen names.

Karmac's Example Script

[A black screen takes up the background]

MC: *snoring noises*

[An alarm clock begins going off, the black screen peels away and is replaced with a small bedroom]

>I groan, before slamming the snooze button on my alarm clock, however my eyes shoot wide open as I notice the time; 8:15 AM. School starts in 15 minutes.

MC: "What the? Oh shit, I'm gonna be late for my first day!"

>I search for my IMP Backpack, finding it hanging off the end of my bed.

>I also spot the rest of my kit laid out at the base of my bed as I reach for the pack, and begin checking off a mental list;
>M10 Helmet, check.
>M3 Armor, check.
>Combat Boots, check.
>Luckily I'd fallen asleep in my uniform, so, check.
(Smart thinking me, better grab an MRE to snack on while I'm running though.)
[The screen transitions to a small kitchen, the sound of a fridge opening and closing is heard]
>I don't bother taking a look at the label of the MRE, instead stripping it open and digging into the contents as I bolt out the door, locking it behind me.
(Bleugh, tofu.)

Route Planning

Murry's Route:

Initial Interactions: How do we meet Murry? What are our options with dialogue here?
Bonding: What events take place that cause Murry to grow closer to our MC?
Endings: What will the Murry End/s look like?

THE ACTUAL SCRIPT

Prologue:

[Dreamy cloud scene]

(...)

(Hmm... what's going on?)

(Something feels very familiar about this... but I can't quite seem to"...)

(Ah, whatever it's not going to matter...)

PC: "Now, where am I? What is this place?"

(I'm looking around but all I see is... clouds?)

(Hmm...)

[Stop the music, Que explosion sounds]

???: "Warn-... ship"

PC: "Huh? What was-"

???: "Beginn-..... omati-....-rocedure... "

[Que explosion sounds, screen violently shakes, waking up to a cracked window screen above, warning sirens blazing]

PC: "Wha- AAAAAAAAAAAAAAAAAAAAAAAH!!!"

(What the hell?)

(What's going on?)

(Looks like I'm inside a hypersleep chamber, things look-)

[Another big explosion happens, screen shake]

PC: "Bad. Fuck, what the hell is going on?"

(Damn it, what's going on outside...? I can't hear anything but it looks like the sirens up and the lights are flickering... I need to get out of the pod... should I?)

{Choice Selection}

[A. Get out of the pod]

[B. Stay inside] (If you press this about 10 times, the ship explodes and you die)

{Choice A.}

PC: "There's no reason for me to just sit here and do nothing, I guess I should get out and see what's going on..."

>I try to open the pods by pushing on the less shattered edges, but...

(It's not opening at all, is it stuck? Usually it's meant to open by itself in these times... I think... maybe the previous explosion broke something)

PC: "Ah, fuck it"

>I shift around a little, then attempted to kick the pod door out, which, with a sound of big crack, opened the pod door normally

[continue to main story]

{Choice B.}

(You wait for another few minutes but nothing happens)

add some other random dialog until 10th or something

(What will you do?)

[Return to choice]

{Maint Story Cont'd}

>I step out of the pod and start looking around

ARES: Warning, Warning. Containment breach on the ship. All personnel are to arm up."

>I look around, confused

PC: "What? Containment breach? What kind of containment breach?"

[A light red alarm starts playing]

[CM Announcement Sound]

Captain Bill Carson: "Marines, the ship is under attack! Everyone, get to the Hangar to face off this threat! Get moving Soldiers! GO GO GO!"

(Oh god, Oh fuck) < Insert male CM scream here

PC: "What the hell I am supposed to do? WHERE DO I GO? WHAT DO I EVEN DO?!?!?"

>I look around everywhere, completely confused and oblivious.

>In the other corner of the room I see...

{Choice Selection}

[A. (Alpha guy)]

[B. (Bravo guy)]

[C. (Charlie guy)]

[D. (Delta guy)]