

Flat and flatmates

There are quite a few possible ideas when it comes to dealing with the flat that Sammy lives in and I am torn between some of them. The ideas cannot be used in combination so one needs to be picked and committed to.

The general thoughts and ideas are about what kind of tone should the flat be set in. A nice friendly safe space for Sammy? A bit more of a depressing atmosphere where the world is beating down on you all or a much more chaotic feel to things.

Nice house

Generally this idea will have 3 flatmates plus Emile that each have their own story and questline to follow. They will all be romanceable options and probably stick to a specific fetish (Think more dating sim style). Outside of the romance/fetish, each flatmate will also likely correspond to one of your slow stats and help you boost it in some way. For example you may have a fitness freak flatmate and you get fitness buffs while working out with him. A nerd flatmate gives int gain buffs while studying with him. Not sure how to deal with a confidence flatmate yet.

The flat will be a safe place for Sammy and getting kicked out will be a bit of a punishment for you.

Not paying rent will probably get you kicked out so you lose your safe space and are punished. Now no choice but to live in one of the other much less safe options.

Victim house

This house will have maybe a mix of boys/girls but all are in the same shoes as you and suffering in this shitty world. Events and quests here will be more along the lines of debt collectors coming to bully owed money from flatmates, the girls turning to prostitution and bringing men home, dealing with the girls being pregnant and landlord blackmail events. This place will not be a safe space for Sammy and events can happen outside of her/the players control. (Think something more along the lines of Haven but without the investigation) We can still have flatmates associated with stats and get the gains like in the nice house.

Failing to pay rent will lead to ever increasing blackmail from the landlord. You may prefer to just be kicked out and live somewhere like Haven or you agree to his demands

Hostel house

This will be much more chaotic. You will live in a place more akin to a hostel and have many housemates. Some named and characterised and others nameless. Will have shared bathrooms and living areas. Quests here will be much shorter but much more varied. It will be a fairly dangerous house and even in your own room you will not be entirely safe.

Showering will be much like in Haven since it's also a shared shower space and sleeping at night can also be problematic. This will not be a nice place to live
Like the other ones, we can still introduce characters to help with stat gains and have proper named characters with storylines. With this house it's possible to have a mix of both of the above but it will be much less focused and little interaction between flatmates. All the interaction will be on you.

Much like the victim house, failing to pay rent leads to blackmail or getting kicked out.

Birth control

Condoms

Sammy buys condoms and asks for a guy to use them during sex. Guys will never have their own since STI's don't exist in the world of the fixer and they don't care about you being pregnant.

Opens up the possibility of guys refusing, stealthing or breakages along with reactions from Sammy when such things happen.

Problems with condoms is as the lore is established, they will not be widely available and guys wouldn't be interested in using them. Also More work on my side of things in adding dialogue branches for asking and refusal. This is all a fair amount of work and is the fun parts gained worth the work?

BC Pills

The usual take one a day pills to ward off pregnancy. Expensive to buy from the black market.

This is a set and forget option for birth control. Not really any fun gained by having this method but removes pregnancy for those that don't want it.

Morning after pill

Take a pill after having sex to prevent pregnancy. Wait too many days and they will not be effective anymore.

Minimal code to do this but unlike the BC pill, has some interaction with the player so isn't just set and forget.

Also allows for special events to trigger where Sammy needs to find a seller of the pills in time if she didn't happen to have any on her. If she has the preg not want perk then she may become increasingly desperate to get her hands on them.

Perks

When development started I was on the fence about adding perks. Since then I have added a bunch of flags or status effects which could also be referred to as perks. Current ones are:

- Recovering. A temp perk gained after trauma. Tanks desire and mood
- Slut. Gained after having a lot of sex. Pass most sex agree dice rolls
- Whore. Gained after selling yourself a lot. Always able to agree to sell yourself
- Preg want. Gained after letting enough guys finish inside. Blocks ability to ask guys to pull out.
- Preg not want. Gained after asking enough guys to pull out or by doing anal. Blocks ability to ask guys to cum inside and blocks ability to ask for vaginal outside of safe days.
- Broken. Gained during one of the Haven endings. Caps conf, always able to sell yourself, unlocks all clothing restrictions and more.

Other planned perks are:

- Alcoholic. Gained by drinking too much. Tanks mood when not had a drink for a while and if given the chance, Sammy will go off drinking against the players will.
- Exhibitionist. Gained by completing the exhibition quest. Unique exhibition actions.
- Virgin. Gained by being a virgin. Not sure what the effects of this will be but probably something to help with purity runs.
- Pure maiden. Gained by staying a virgin for X days. Mostly for fun and roleplaying I guess. Not sure what it will do. Maybe a huge buff to allure?
- Broken maiden. Gained after losing the Pure maiden perk. Also just for some fun. Maybe Temp mood debuff and gain the slut perk because your body lost all value or something.

Highly requested perks. Not sure if these will be added but just listing for feedback.

- Extra fertile. Easier to get pregnant.
- Barren. Lower chance or can't get pregnant.
- Faster pregnancy. Pregnancy duration is much faster. Not sure by how much.

Random ideas. No idea if these will make it in. I am just throwing ideas out.

- Origin perks. Helps players role play a character better. A nerd for example will have int gain boosts but fitness gain debuffs. Diva will have Fitness buffs but int debuffs.
- Never fat. While I have had no feedback on this. I guess it's possible some people dislike pot belly Sammy. This perk will cap the lower limit of fitness to 20 so she never gets the pot belly.
- Melancholic. Not sure how it will be gained. Huge mood debuff and only cured by drinking lots of alcohol