

GOOD PATH [x number of points necessary]	BAD PATH [below GP threshold]
<p>Love Interest: [Good Path Dialogue #]</p> <p>MC: Option 1 [+x] MC: Option 2 [+xⁿ] MC: Option 2 [-x] <ul style="list-style-type: none">Go to GPD#1b</p> <p>Love Interest: [Good Path Dialogue #+1a]</p> <p>MC: Option 1 [+x] MC: Option 2 [+xⁿ] MC: Option 2 [-x] <ul style="list-style-type: none">GPD #+2b</p> <p>Love Interest: [Good Path Dialogue #+1b]</p> <p>MC: Option 1 [+x] MC: Option 2 [+xⁿ] MC: Option 2 [-x] <ul style="list-style-type: none">GPD #+2b</p> <p>Love Interest: [Good Path Dialogue #+2a]</p> <p>MC: Option 1 [+x] MC: Option 2 [+xⁿ] MC: Option 2 [-x]</p> <p>Love Interest: [Good Path Dialogue #+2b]</p> <p>MC: Option 1 [+x] MC: Option 2 [+xⁿ] MC: Option 2 [-x]</p>	<p>Love Interest: [Good Path Dialogue #]</p> <p>MC: Option 1 [+x] MC: Option 2 [+xⁿ] MC: Option 2 [-x]</p> <p>Love Interest: [Bad Path Dialogue #+1]</p> <p>MC: Option 1 [+x] MC: Option 2 [-xⁿ] MC: Option 2 [-x]</p> <p>Love Interest: [Bad Path Dialogue #+2]</p> <p>MC: Option 1 [+x] MC: Option 2 [+xⁿ] MC: Option 2 [-x]</p> <p>Logically, the Bad Path should have fewer mini-branches as [+x] choices here don't actually do anything but add to your Attraction Point total and hopefully get you off the BP at the next NPI. Bad Path interactions will play out the same no matter what the player chooses and is strictly +/- stat. Want more choices? Make good choices, scrub. Get good.</p>
<p>*GPD#+2(a/b) and BPD#+2 should both logically tie into this. Use whatever interaction marker ends the interaction.</p> <p style="text-align: center;">NON-POINT INTERACTION</p> <p style="text-align: center;">Love Interest: [Non-Path Dialogue, the same for both paths]</p> <p>Points calculated. Player is put on Good Path if they have x amount of points and on Bad Path if they do not. If they are on GP, this could put them en route to one of the 3 Dates. If they are on Bad Path, they will have to grind for a bit before the next NPI. It is entirely possible that the player will not get all three dates during the course of the game if they are constantly on the Bad Path.</p>	