

my Candy Love



An online virtual flirting game for girls!







My Candy Love is a virtual flirting game for teenage girls.

My Candy Love is built around a set of dialogue-based episodes, which allow the player TO LIVE THEIR OWN VIRTUAL LOVE STORY.

The player embodies a new female student at Sweet Amoris High School . She will get to know various characters and try to win the hearts of the boys she prefers.

In each episode, the player has the opportunity to flirt with the boy they like the most in hopes of going on a date at the end of the episode. To reach this goal, the player must interact and talk with him, being careful to behave and choose the approach that best matches the boy's personality. These choices all have an influence on how the story will unfold.

Influenced by the Japanese Otome games, My Candy Love invites the player to live A UNIQUE ROMANTIC STORY in a very colorful and girly world!





My Candy Love - Press Kit 2013

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The Dating Games



Dating games are a type of game where the player's main objective is to create and live a love story.

Each player can choose the interactions and dialogues that they prefer.

They are, thus, able to live their own adventure and experience unique relationships according to these choices.



The Origin



My Candy Love was inspired by the Japanese “otome-gemu”, literally “maiden game” or “game for young girls”. These Anime styled scripted adventure games give the player the opportunity to flirt with their favorite boy and live a virtual love story.

Several of these games have become very successful in Japan:

- ♥ TOKIMEKI MEMORIAL GIRL'S SIDE
- ♥ FULL HOUSE KISS
- ♥ MEMORIES OFF

The creation of the first “otome-gemu” dates back to the mid-90's. At this time, the games were only available for game consoles.

Today, My Candy Love is readily accessible to the public as there is no need to download or buy anything to enjoy the game.





Interview with the Artist



Stéphanie, you are at the origin of the game My Candy Love, how did you come up with this idea?

I was already very familiar with the Japanese dating games, but I never had a chance to play because none of them had been translated. So, I got the idea to create a game based on this system, but that would be accessible to everyone... And so was born My Candy Love!



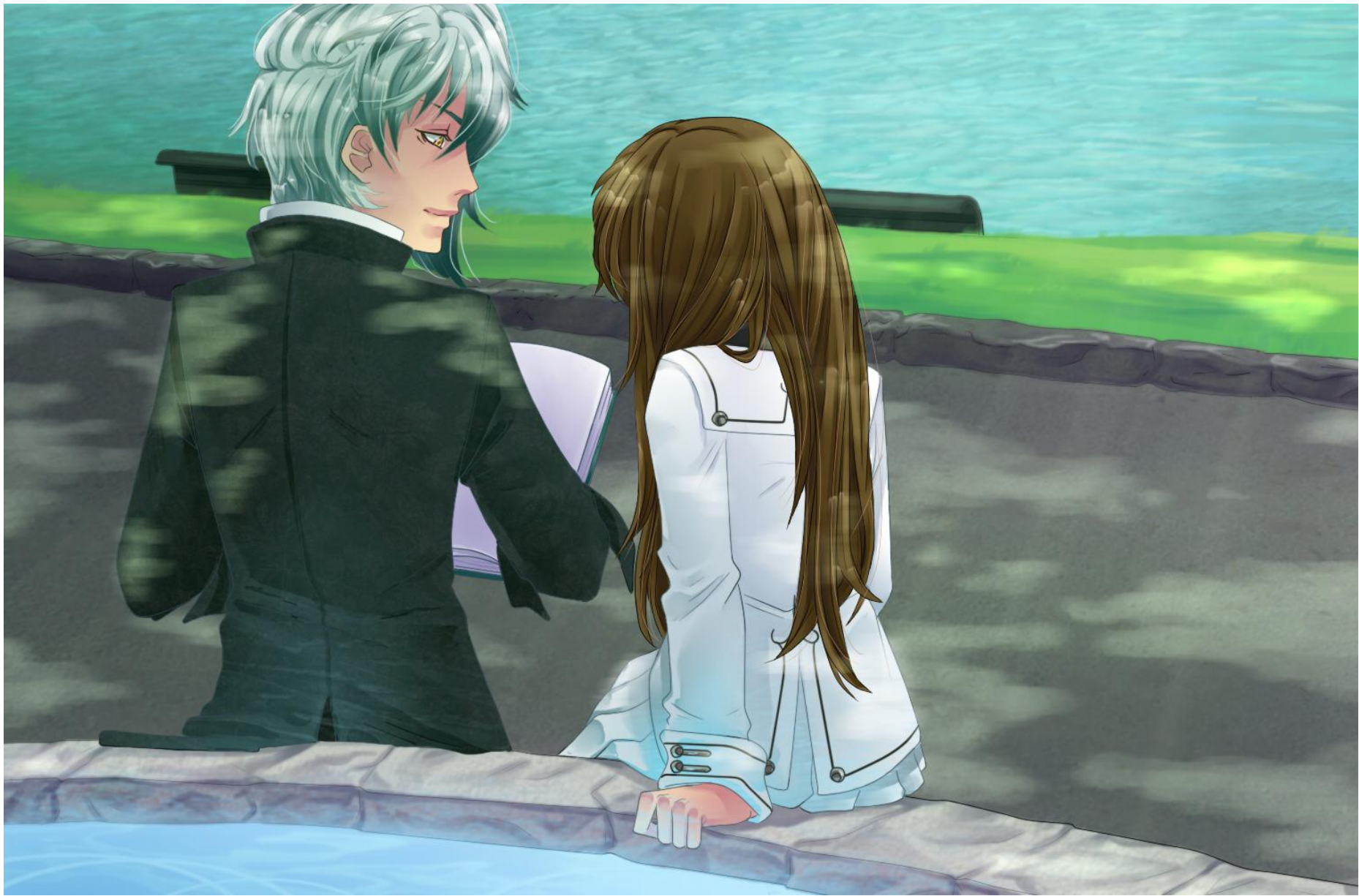
What are your main sources of inspiration?

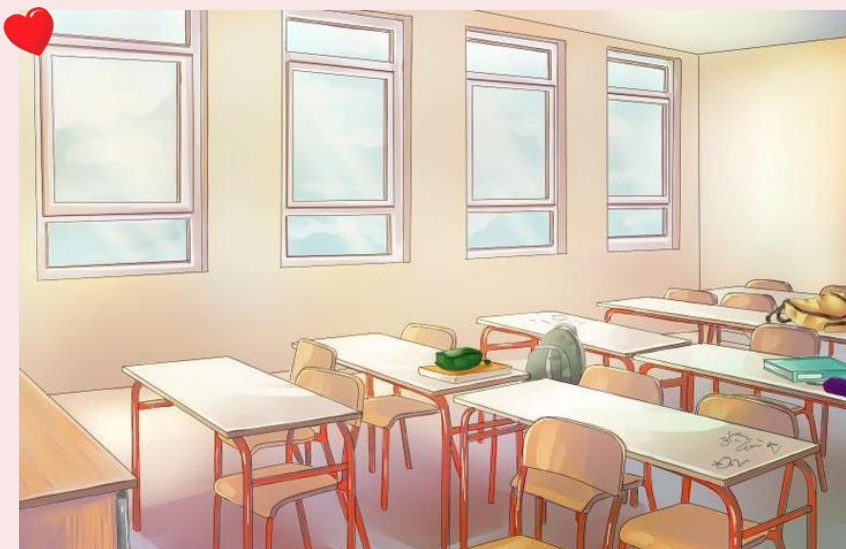
Nothing too surprising! My main source of inspiration comes from my collection of "shoujos" (mangas dedicated to a female audience) and of dating game art books.

The gaming community is very active, is it important for you to stay as close as possible to it through the forum, for example?

Yes, it is very important. Even if I can't answer every message I receive, I spend a lot of time reading the forum and talking a little with the players. I like reading their reactions. It lets me know what they like, etc. Then I can adapt the scenarios I imagined to better meet their expectations, while keeping a certain element of surprise.







Around the World



www.AmourSucre.com



www.MyCandyLove.com



www.AmorDoce.com



www.CorazondeMelon.es



www.SladkiiFlirt.ru



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