

Interactive Romance Briefing

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Alex Garcia

The spy who breaks all the rules for you

Story Pitch

An undercover spy recruits the player as their date for an elite gala while secretly searching for a stolen diamond. When the player discovers his true identity, the two become unlikely partners in a thrilling investigation and an even more dangerous romance.

Character Bio

Basic info

- **Name:** Alex Garcia
- **Gender:** Man
- **Age:** Early 30s

Who Are They?

Alex Vale works for a secret international organization that specializes in recovering stolen artifacts and priceless treasures before they disappear into the black market. Because of his profession, he has a wide variety of knowledge and skills, varying from art and history to fighting and espionage.

Brilliant, charming, and impossibly composed, Alex can blend into any environment—from criminal auctions to royal galas.

His biggest weakness? He has built a life that leaves no room for attachments or romance.

Why is this character on a dating app?

The story starts with the classic fake date trope. After a charming introduction in the app, Alex asks if the player likes parties and knows how to dance. He proposes to the player to go out without romantic involvement, only because he needs a partner for a charity gala event.

What he doesn't tell the player is that he will be working undercover during the event as an agent to look for a stolen diamond known as The Star of Arden. Since the invitation only permits couples, Alex reluctantly joins a dating app to find a convincing companion. The original plan was simple: attend the event, recover the diamond, and never see the date again.

Unfortunately, the player is far more interesting than expected.

Core Fantasy

Alex is surrounded by mystery from the very beginning. Every date feels like stepping into an adventure, sometimes glamorous, sometimes dangerous, and often both. One night might involve attending an extravagant casino night, while the next ends with the two of them running from armed thugs through dangerous streets. He falls into the classic trope of a mysterious stranger with a secret identity, bringing a bit of spy adventure and thrill into the mix.

Charming and quick-witted, Alex loves to flirt and tease, but he reveals very little about himself. His past is a mystery, his intentions are unclear, and even the name he uses may not be his real one. In fact, he openly admits that he won't share his true identity until he fully trusts the player.

Beneath the confidence and carefully crafted personas lies someone who has spent years keeping others at arm's length. As the relationship develops, Alex slowly lowers their guard, sharing pieces of themselves that nobody else gets to see.

The fantasy of this romance is becoming the one person who breaks through the spy's defenses. While everyone else only knows the charming operative, the player gains access to the real Alex: the vulnerable person hidden beneath the polished mask. Over time, the player becomes their trusted partner, confidant, and eventually the one person capable of making them choose love over duty.

Themes

- **Trust requires risk:** Both espionage and romance require vulnerability
- **Love isn't a distraction:** Alex learns that connection can be a source of strength rather than weakness.
- **We require love and human connection:** People need life outside of work; no one can live only for their job
- **Seeing the real person:** The player falls for the person beneath Alex's carefully crafted personas, the soft side behind the controlled spy

Wants & Needs

Wants

- Complete his mission
- Protect their secret identity
- Stay focused on his job
- Maintain emotional independence

Needs

- Trust someone
- Allow vulnerability
- Accept help
- Learn that love isn't a weakness

Backstory

Alex barely remembers a time when he wasn't being trained to become someone else.

His mother was a famous painter, and his father was a secret agent, just like him. But when he was a child, he dreamed of being an artist, just like his mother, who taught him everything she knew. His father was rarely home, almost always working on an undercover mission abroad. But he didn't know about his father's job back then. Only when he was around eight, and his parents died, was the truth revealed to him.

Raised by a covert intelligence organization that took him in, Alex spent his childhood learning how to observe, adapt, and disappear into any situation. While other children worried about school dances and exams, Alex was mastering foreign languages, reading people, and creating convincing identities. By his early twenties, he had become one of the organization's most reliable operatives.

Alex specialized in undercover assignments, infiltrating exclusive circles where information and priceless objects changed hands behind closed doors. He learned how to become whoever the mission required: a wealthy socialite, an art dealer, a diplomat, even a member of high society.

But years of deception came at a cost. Maintaining relationships became nearly impossible when every mission required a new identity and a new life. Relationships never lasted when every assignment required a new name and a new life. Alex gradually stopped trying. Friends became temporary, romance felt dangerous, and trust became a luxury Alex couldn't afford.

After years of living behind carefully crafted masks, Alex started to wonder who he really was beneath all the aliases. The only thing that felt real was the work.

Speech Pattern

Alex is charming, intelligent, and effortlessly confident in conversation. He speaks with the ease of someone who can fit into any social situation: polished without feeling overly formal. He always seems to know exactly what to say and rarely loses his composure. Even in dangerous situations, he remains calm and witty.

He also enjoys teasing and flirting with the player, often using humor to redirect conversations away from subjects he'd rather avoid. When discussing himself, his answers tend to be vague or intentionally incomplete. He will reveal just enough to satisfy curiosity while keeping their secrets intact.

As he grows closer to the player, subtle changes appear. His messages become more personal, his jokes less guarded, and he begins to share genuine thoughts rather than carefully constructed responses.

Examples

- *"You're asking a lot of questions for someone who agreed to attend a fake date with a complete stranger." - Teasing*
- *"Trust me, if we were in danger, I'd have told you. Probably." - Funny*
- *"One day I'll answer that question. Today isn't that day." - Mysterious*

- *"I spend so much time pretending to be other people that sometimes I forget who I'm supposed to be." - Vulnerable*

Behavior

Early Story

- Constantly observes his surroundings and notices details most people miss
- Naturally flirtatious, often turning serious moments into playful teasing
- Keeps emotional distance despite obvious chemistry and attraction
- Avoids discussing personal topics or anything that could reveal his true identity
- Uses charm, teasing, and humor to keep conversations light and avoid revealing too much about himself
- Enjoys keeping the player on their toes with witty remarks and mysterious answers
- Frequently disappears without explanation because of work
- Changes plans at the last minute if he senses danger or an opportunity related to a mission
- Seems calm and flirty, but wears that as a mask. Actually, has trouble relaxing even during leisure activities.

Hidden Habits

- Always sits facing entrances whenever possible
- Memorizes names, faces, and details after a single meeting
- Sleeps lightly
- Carries lockpicks and emergency tools
- Never goes on a vacation

As The Story Progresses

The player gradually becomes someone Alex genuinely trusts.

As a result, he:

- Shares more about his life and the experiences that shaped him
- Stops hiding behind jokes and deflections whenever conversations become personal
- Begins asking for help instead of insisting on handling everything alone
- Becomes protective in a more emotional and personal way, not just out of professional instinct
- Includes the player in his plans rather than keeping them at arm's length
- Lets his guard down and allows himself to be vulnerable
- Flirts more sincerely, replacing calculated charm with genuine affection
- Finds himself seeking out the player's company even when no mission requires it
- Starts imagining a future that isn't defined solely by his work

His greatest change is learning that trust can be a strength rather than a liability, and that love doesn't have to be another risk to manage.

Appearance

- Age: Early 30s
- Height: 185 cm (6'1")
- Dark brown hair, slightly long on top, and often styled back
- White tanned skin
- Lean, athletic build
- Broad shoulders and narrow waist
- Strong posture that conveys confidence and control
- Sexy grey-blue eyes
- Faint scar near one of his eyebrows, hinting at a life more dangerous than he lets on

Alex is strikingly attractive in a way that feels effortless and sophisticated rather than flashy. His default expression is calm, confident, and faintly amused, as though he's always one step ahead. His grey eyes look like the eyes of a hunter, always analysing others and observing his surroundings, while waiting for his next prey. While talking to the player, he generally puts on a flirty and amused half-smile while teasing and observing every little detail about them. If it wasn't for the faint scar near one of his eyebrows, only noticeable up close, there would be no way to tell that such a sophisticated man leads such a dangerous life.

When it comes to fashion, Alex is highly sophisticated, choosing high-quality clothes without looking ostentatious. He dresses as someone who could effortlessly blend into a luxury gala while secretly being capable of escaping through a window moments later.

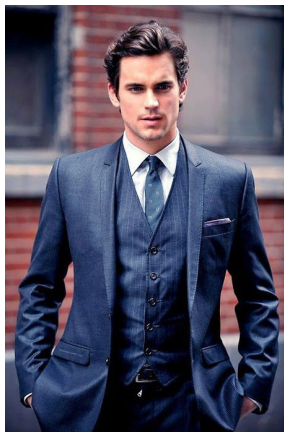
Formal Wear

- Tailored black tuxedo
- Expensive watch
- White dress shirt and necktie

Casual Wear

- Button-up shirt
- Well-fitted jeans
- Leather boots

References



Player Voices

Options for the player personality style:

The Flirt

- "Are all your dates this dangerous?"
- "If you wanted me alone in a closet, you could've just asked."
- "You look good in formal wear and criminal investigations."

The Adventurer

- "What's our next mission?"
- "Let's find the diamond."
- "I always wanted to be a spy."

The Loyal Partner

- "You can trust me."
- "You don't have to do this alone."
- "Whatever happens, I've got your back."

Main Storyline

Meeting each other

The story begins with Alex matching with the player on a dating app. What starts as casual flirting quickly turns into a lively conversation filled with teasing banter and undeniable chemistry. Alex asks unusual questions, reveals almost nothing about himself, and eventually invites the player to accompany him to an exclusive charity gala. But there is a catch: this isn't supposed to be a date, but a fake date. He just needs someone to accompany him, no strings attached. Curious, you ask why: is it to make someone jealous, or to please his family? He doesn't say, leaving the mystery in the air. Nonetheless, the player agrees with the invitation.

First date

The player meets Alex in person for the first time at a glamorous gala. While the evening begins as a charming date, it quickly takes an unexpected turn when the player discovers Alex secretly searching for a stolen diamond. Forced to work together, they share a thrilling adventure that ends with laughter, a shared secret, and growing attraction.

The reveal

Back home, the two continue talking online. The diamond remains missing, but the focus shifts to their relationship. They talk about how much fun they had together running away from the party, and how they liked dancing with each other.

The player has a ton of questions, but he always shifts the subject when it's about himself or his work. All he reveals is that he may need the player's help again in the future. They continue to flirt, and Alex invites the player on a second date, this time with no hidden agenda—or so he claims.

Second date

They go to a museum, and he talks about his passion for art. The date is quieter and more personal than the gala, but is eventually interrupted by an alarm going off in the museum: someone stole an art piece. He leaves in a hurry to do his job. Tension is in the air when he kisses the player and says, “run”.

The exciting moments

As the story continues, Alex and the player grow closer through a mix of exciting adventures and everyday moments. Some episodes involve investigations, undercover operations, luxury events, or dangerous encounters.

Sometimes the player even helps in the missions. Once they go to a casino night and play high-stakes poker games to retrieve the artefacts. Then they undergo sensual dancing lessons to prepare for an undercover assignment where they pretend to be a couple.

The romantic moments

Other dates, however, focus on simple moments, playful conversations, and learning about each other. Quiet nights spent talking about their dreams and fears, dates at a rooftop restaurant where they can't get recognized, and weekend getaways as a couple, interrupted by thrilling missions. Little by little, Alex shares more and more details about himself, while the player learns there is more to him than charm and mystery.

Relationship growth

Eventually, Alex starts seeking out conversations even when he has no reason to contact the player. The player begins noticing cracks in his carefully maintained façade and catches glimpses of the loneliness beneath his confidence.

As his bond with the player deepens, he slowly learns to trust, rely on others, and imagine a life beyond his missions. He asks the player to come with him when he needs to travel on a mission and admits his new fear: that the player might get hurt because of him and his dangerous job. The relationship evolves from playful flirting and mutual attraction into a genuine partnership built on trust, vulnerability, and affection.

Moodboard

