PachiArmi Game Design Document

# Summary

Raise an army of little pachis and take over the world. Raise them, buy food and toys for them, feed them, let them play with toys.

## Developed In

Microsoft Blazor .NET 8.0, C#, RavenDb, GHA.

## Platforms

Web

## Scope

Medium size. The difficulty in making this will be building in MS Blazor with virtually no documentation or forum posts. Game has a few simple systems and it has a finite end when your horde reaches some threshold of pachis (maybe 100).

## Personal Goals

* Make an impressive-looking game in Microsoft Blazor to impress coworkers. We use the C# .NET tech stack at work.
* Use RavenDb in some way, the new document-based database service we started using at work.

# Game Feel

Bouncy, cutesy, playful. Interactions will be responsive and bouncy.

## SFX

Squeaky toy sounds. Plush noises for UI.

# Views

Store View

Buy items from different stores, such as food, toys, extra leads.

Horde View

Displays the active pachis in your horde. Move them around to perform actions on them.

Title View

Displays title graphic and contributions of team members

Game Launched