Pachi Army 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, walk them.

## Developed In

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

## Platforms

Web

## Scope

Pretty small. Game will have a finite end, you win once your horde reaches a threshold of pachis (100).

## Goals

* Make an impressive-looking game in Microsoft Blazor to impress coworkers.
* 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.

## SFW

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