

Grombcross Game Design Document

Summary

Picross game inspired by Dallas Society of Play lore (each picture puzzle representing a different DSOP meme).

Developed In

Windows Presentation Foundation (WPF) and C#

Platforms

Windows

Scope Info

There will be ~15-20 single-color picross puzzles total. Game will have at least 5x5 and 10x10 puzzles, but depending on time could also have some larger-size ones.

Game Feel

Aiming to make the game feel like a tiny, playful, puzzle toy. Interactions will be responsive with subtle, snappy animations.

Music

Jazzy, funky, chill, piano.

SFX

Toy-like, maybe subtle synth sounds (?).

Views

