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

Game Launched

Puzzle Game View

Playing the currently-selected picross puzzle.

Game Exited

Title View

Displays title of game.  
Displays names and contributions of all team members.

Puzzle Select View

Displays the available puzzles and allows for players to open them. Each one is locked until the previous is completed.