

Pixel Cafe Game Documentation

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Abstract

This document was made for the sole reason to plan out the upcoming game "Pixel Cafe" on Roblox. This document will mention everything from how the main menu should be designed, the npc interactions and logic map plans and design, and anything else needed to help aid the development team to success.

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1 Main Menu

1.1 Scenery shot

Upon a player joining after they are done loading their camera should be placed looking at an location of an *custom build* map. Adding blurs and other visual effects is [optional](#). There should be multiple versions of the map depending on the season, ie if it's winter a snowy version of the map should be loaded in, and if it's summer or some other season or an event like hallowen the map should be loaded to fit the mood.

1.2 UI for the Main Menu

The next list will show all the options the main menu will have to have...

- Party UI
- Store UI
- Trade UI
- Leaderboard / Rank UI