**Game Dev Document**

**IT Mall Manager(Maybe)**

**Gameplay Flow:**

1. **Early Game**
   1. In early game, the player will start with only one shop inside a Mall, In which he will be able to sell PC parts(Casual PC parts)
   2. The parts Contain
      1. Ontel Puntium
      2. AND Atron
      3. Green RAM
      4. Motherboard
   3. In Early Game, The player can upgrade from Either having one worker to 2 worker (Cashier and Helper)
   4. The player can also upgrade their Movement speed, and carrying capacity
   5. Initially only the RAM Shelf will be unlocked, so Boxes will spawn RAM only, after buying the Ontel CPU, AND CPU and Motherboard shelfs, then they will spawn in the boxes.
2. **Expansion**
   1. In Expansion Stage, the player can buy another shop inside the mall which is just beside the first shop, In which he will be able to sell PC Parts(Gaming/High End PC parts)
   2. The parts Contain
      1. Ontel Cero
      2. AND Rizer
      3. RGB RAM
      4. RGB Motherboard
      5. Novido
      6. AND Ridon
3. **Monopoly**
4. **End Game**