**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, carrying capacity and Task Speed
   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 WTX
      6. AND Ridon
   3. In Expansion Stage, The player can have from 1 to 3 workers(1 Cashier, 1 Taking Care of General PC Components, 1 Taking care of GPU components)
   4. Same upgrade capabilities, Movement Speed, Carrying Capacity and Task Speed.
   5. Same with the Shelf system
   6. There will be a random chance in which a WTX 4090 or Ridon 7900 TTX will spawn which will contain Insane value and will have a glow effect on their boxes.
   7. This Random chance can be increased.
3. **Monopoly**
   1. In Monopoly Stage, The player can buy a third shop which is going to be a Laptop Sell + Laptop Service Shop
   2. The Parts Contains
      1. Gaming Laptops(Different Shelf)
      2. Thin Laptops(Different Shelf)
   3. The Laptop Repair Mechanic:
      1. AI will come to repair their laptop and reach the service desk and submit their Laptops.
      2. Player can manually Repair the Laptop with Respect to the Task Speed.
      3. Player can Hire upto 2 Workers in the Laptop Repair Desk to repair the laptops.
      4. After submitting their Laptops, If the Player doesn’t buy Waiting Seats, The Laptop Repair AI might get Angry and Go.
      5. A laptop repair can Take time starting from 4 mins to 1 min depending on Task Speed of Either the Player or the workers.
      6. After successful Repair, the Customer AI will take the Laptop pay the price and Go.
   4. Expansion Stage can have upto 4 Workers(1 Cashier, 1 Worker, 2 Laptop Repair Workers)
   5. Advantage of Laptop Repair Mechanic is Huge Passive Income when the Player will be offline.
   6. All systems will work same as before
4. **End Game**

**TBA**

**Assets With Spawn Rate:**

**Early Game:**

* + - 1. Ontel Puntium CPU Box(20%)
      2. AND Atron CPU Box(20%)
      3. RAM Box(30%)
      4. Motherboard Box(30%)

All of the Early Game Assets will spawn from One Super Container only

**Expansion Stage:**

* + - 1. Ontel Cero CPU Box(20%)
      2. AND Rizer CPU Box(20%)
      3. RGB RAM Box(30%)
      4. RGB Motherboard Box(30%)

Essential PC Components in Expansion Stage will spawn in One Super Container

* + - 1. Novido WTX Box(35%)
      2. AND Ridon Box (60%)
      3. Novido WTX 4090 Box(1%)
      4. AND Ridon 7900 TTX Box(4%)

GPUs will spawn in the Other Super Container in the Admin room of the Expansion Stage

**Monopoly Stage:**

* + - 1. Gaming Laptop(40%)
      2. Thin Laptops(50%)
      3. Maxbook Pro Laptops(10%)
      4. Shelfs for:
         1. CPU Box
         2. GPU Box
         3. Motherboard Box
         4. RAM Box
         5. Laptops

**Miscellaneous**

* + - 1. Cash-Counter
      2. Upgrade Table
      3. Repair Table
      4. Showcase Table(Laptops only)
      5. Super Containers:
         1. Essential Parts(CPU, RAM, Motherboard)
         2. GPU
         3. Laptops

Currency System

| **Product** | **Asset** | **Early Game Earnings** | **Expansion Earnings** | **Monopoly Earnings** |
| --- | --- | --- | --- | --- |
| Casual PC Parts | Ontel Puntium | 1500 | 0 | 0 |
|  | AND Atron | 1000 | 0 | 0 |
|  | Green RAM | 500 | 0 | 0 |
|  | Motherboard | 1000 | 0 | 0 |
| High-end PC Parts | Ontel Cero | 0 | 5000 | 0 |
|  | AND Rizer | 0 | 4500 | 0 |
|  | RGB RAM | 0 | 2500 | 0 |
|  | RGB Motherboard | 0 | 3000 | 0 |
|  | Novido WTX | 0 | 12000 | 0 |
|  | AND Ridon | 0 | 8000 | 0 |
|  | Novido WTX 4090 | 0 | 49000 | 0 |
|  | AND Ridon 7900 | 0 | 26000 | 0 |
| Laptops | Gaming Laptop | 0 | 0 | 15000 |
|  | Thin Laptops | 0 | 0 | 10000 |
|  | Maxbook Pro | 0 | 0 | 30000 |

Price of Business Items

| **Item** | **Price (Coins)/Unit** |
| --- | --- |
| RAM Shelf (Max 2) | 2000 |
| CPU Shelf (Casual) (Max 2) | 4000 |
| Motherboard Shelf (Max 1) | 5000 |
| CPU Shelf (Gaming/High End) (Max 2) | 10000 |
| RGB Motherboard Shelf (Max 1) | 8000 |
| RGB RAM Shelf (Max 2) | 4000 |
| GPU Shelf (Max 2) | 15000 |
| Laptop Showcase Table (Max 4) | 18500 |
| Laptop Repair Table | 30000 |
| Waiting Seats (Max 2) | 15000 |
| Worker (Helper)(Max 1)(Stage 1) | 4000 |
| Worker (Cashier)(Max 1) (Stage 1) (Stage 2) (Stage 3) | 4500 | 6000 | 10000 |
| Worker (Gaming PC)(Max 1) (Stage 2) | 6000 |
| Worker (Laptop)(Max 1) (Stage 3) | 9000 |
| Worker (GPU)(Max 1) (Stage 2) | 9000 |
| Worker (Laptop Repair)(Max 2) (Stage 3) | 20000 |
| Movement Speed Upgrade(Max LVL 10) | 1100 + 90% everytime you upgrade |
| Carrying Capacity Upgrade(Max LVL 10) | 1100 + 90% everytime you upgrade |
| Task Speed Upgrade(Max LVL 10) | 1100 + 90% everytime you upgrade |
|  |  |

**AI Behavior**

1. Early Game
   1. NPC will instantiate in a random Location that will be Computer decided.
   2. In Early Game, Since There will be only 1 type Supercontainer.(CPU,RAM, Motherboard combined) the AI will be simple
   3. AI will enter the shop, pick their desired item that will be displayed in their mind cloud and proceed to go towards the Checkout
   4. During Checkout, NPCs will make a Queue structure where they will stand in line and move one after another.
   5. After Checkout, They will move to their Starting point and then Despawn, After Despawning another NPC will Spawn and Do the exact same process
2. Expansion
   1. NPC will instantiate in a random Location that will be Computer decided.
   2. In Expansion Stage, There will be 2 types of Supercontainer. (First type:Gaming CPU, RGB RAM, RGB Motherboard) (Second type: GPU)