



Spaghetti Studios

Pastafarian's Delight

Request for Proposal

Version 1.0

Document History

Version	When	Who	What
1.0	02/07/25	Scott Anderson, Ben Kopf Cole Paulik, Collin Worth Garrett Pearsall, Korben Bujnicki Jeffrey Zhang	Finalizing RFP

Table of Contents

- 1.0 Problem description
- 2.0 Project Objectives
- 3.0 Current System(s) – if any or similar systems
- 4.0 Intended users and their interaction with the system
- 5.0 Known interactions with other systems inside/outside the client organization
- 6.0 Known constraints to development
- 7.0 Project Schedule
- 8.0 How to Submit Proposals
- 9.0 Dates
- 10.0 Glossary of terms

1.0 Opportunity Description

Spaghetti Studios is seeking proposals from qualified game development teams to create a 2D top-down puzzle game in the style of pixel art. The game will revolve around the Flying Spaghetti Monster, who is hungry and requests the player to prepare them a pasta dish. The player must explore different rooms, overcome enemies and traps, and solve riddles to collect the correct ingredients. Successful ingredient selection allows the player to progress to increasingly challenging levels.

We noticed that current top-down games rely on basic fighting mechanics and procedurally generated rooms. Although the procedural generation makes for an exciting experience, we think there is room for innovation in the genre with a more thought-out approach. We want to make a more engaging top-down game with a well thought out puzzle mechanic that teaches people about the Pastafarian Religion. That's where you come in. We need a skilled development team to make our idea a reality.

2.0 Project Objectives

1. 2D top-down pixel art style.
2. Main menu screen with options for "Start Game", "How to Play", "BC Mode", and "Quit" options.
3. Intuitive game controls
4. A subtle UI containing health information in the form of hearts (3 lives), inventory to show the ingredients the player has picked up, along with current powerups applied or in inventory.
5. Riddles to act as clues for which ingredient to choose from the several scattered around the room.
6. Enemies that will attack the player.
7. Traps hidden in the room, making the player dodge projectiles or making the player move slower.
8. Weapons in the form of cooking utensils used to defeat the enemies in the room. Will unlock different weapons as you progress.
9. 3 separate levels. Level 1 has three rooms and three ingredients to gather. Level 2 has five rooms and five ingredients to gather. Level 3 has seven rooms and seven ingredients to gather.
10. When attempting to complete a level, (by offering the ingredients the player chose to the Flying Spaghetti Monster), if the ingredients are incorrect the player will lose 1 life.

3.0 Current system(s) – if any / similar systems

The most comparable system is the game “Binding of Isaac,” developed by independent creators Edmund McMillen and Florian Himsl. This top-down rouge-like shooter shares similarities with our project. Like ours, it will feature a top-down perspective, rogue-based gameplay, a weapon for combat, and a distinctive visual style.

The comparable combat system for mobile would be “Hunter Assassin 2” developed by Ruby Games AS. It is a top-down 2-D Tactical Action Shooter. It will be like our controls with a four-direction movement system with the shooting mechanics will be tap where you want to fire. The melee will be auto-swing when an enemy gets into a certain range of the player.

4.0 Intended users and their basic interaction with the system

Our intended audience is a mix of different types of gamers. Whether the gamer prefers rogue-like and rogue-lite style games or they like fun puzzle games that make them think. Or anyone who might find an interest in our genre boundary crossing game.

Users:

- Fans of puzzle games
- Fans of rogue-like/rogue-lite games
- Gamers who want to have a fun and different gaming experience

Uses:

- Satisfy a puzzle solving itch
- Allow for high replay value, solving different puzzles and riddles each play through

5.0 Known interactions with other systems within or outside of the client organization.

- Steam
- Google Play Store
- Apple App Store

6.0 Known constraints to development

- Applicable to most operating systems, including Windows, Mac, Linux, Android, and iOS.
- Timeline for final product deadline
- Team members must be proficient in Unity

7.0 Project Schedule

Date	Description
February 13, 2025	Story Board
February 13, 2025	Systems Analysis Presentation
February 23, 2025	Individual Team Leads functions
February 25, 2025	Minimum Viable Product
March 14, 2025	Milestone #1 Features are 30% complete
March 20, 2025	Initial Test Plan deadline
April 4, 2025	Milestone #2 Features are 60% complete
May 1, 2025	Final Product Delivery

8.0 How To Submit Proposals

Interested parties should submit their proposals to ande8903@vandals.uidaho.edu.

Proposals will contain:

1. Portfolio of past relevant projects.
2. Proposed development approach and timeline.
3. Team expertise and resumes of team members.
4. Cost breakdown and payment structure.
5. Any additional value-added services.
6. Point of contact.

9.0 Dates

For your proposal to be considered it must be submitted no later than February 14th, 2025.

Respondents will be notified the following week (February 21st, 2025) by email that a winner has been selected.

10.0 Glossary of terms

Top-down game – A video game where the player views the game world from an overhead perspective.

Rogue-like / Rogue-lite - A genre of games characterized by procedural generation, permadeath, and high difficulty. Rogue-lite games often retain some progress between runs.

BC Mode – Mode designed for Professor Dr BC that ensures that she will make it through the game alive in order to reduce stress for her.

Flying Spaghetti Monster - A deity of the satirical Pastafarian religion; in the game, it serves as the central character requiring the player to collect ingredients.

Pastafarian Religion - a satirical belief system that emerged in 2005 as a response to the teaching of intelligent design in public schools. Founded by Bobby Henderson, it humorously portrays a deity, the Flying Spaghetti Monster, as a divine being that created the universe after drinking heavily.