



Spaghetti Studios

Pastafarian's Delight

Request for Proposal

Version 1.0

## Document History

Version	When	Who	What
1.0	02/02/25	Names of author(s)	Initial Drafting

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## 1.0 Opportunity Description

What is the need for improvement of the existing \*system, or the need for the new system?

[Write about the 2D puzzle game genre, the gaps in the genre for a more action filled style of the game. How our game is innovative.]

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.

## 2.0 Project Objectives

Specify the main objectives in detail. Include rationale as to why each objective is important to your group.

[Reiterate the game ideas]

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. Simple game controls [something about key bindings]
4. A subtle UI containing health information in the form of hearts (3 lives), inventory to show the ingredients the player has picked up, [anything else?]
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.
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

Current system(s) used by your group (if any). If none, are there any systems that are similar to the one you would like to build?

### 4.0 Intended users and their basic interaction with the system

Users could be in the client (your) organization or outside.

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

List up to three.

### 6.0 Known constraints to development

List up to three.

### 7.0 Project Schedule

Broad overview. Must agree with the course schedule. Can include some of the potential meeting dates with milestones included.

## 8.0 How To Submit Proposals

Instructions for submitting proposals (i.e. electronically, etc.)

Interested parties should submit their proposals to [ande8903@vandals.uidaho.edu](mailto: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.

For your proposal to be considered it must be submitted no later than **[Insert Date]**.

## 9.0 Dates

Deadline for submission and when respondents will be notified that a winner is chosen.

## 10.0 Glossary of terms

Terms that are meaningful to your client group but might not be understood by someone outside your group.

**\*Note: Remember that “system” means product, service, and/or system your group would like to see created, built, upgraded, and/or changed. It is a broad term.**