



KIRKLIND SIGNATURE

Warehouse Warriors
Request for Proposal
Version 1.0

Document History

Version	When	Who	What
1.0	1/28/2025	Matthew, Luke, Aaron, Conner, Benton, Divyansh	Initial Drafting

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1.0 Problem description / opportunity / expression of need

As of now the current market of top-down exploration games seems to be lackluster and bare. So, at Kirkland studios we have been drafting creative ideas for a new top-down shooter/objective based game to relight this spark. The main “need” for this is original entertainment, we are tired of seeing the same basic games continuing to monopolize the industry.

2.0 Project Objectives

Develop a computer/mobile game application that can entertain the user by playing an immersive and interactive top-down shooter/objective game.

Features to be included:

- Multiple unique levels of ranging difficulty and complexity
 - Collect items
 - Defeat / engage with enemies
 - Start from least -> most difficult levels
 - Final Boss fight at the end
- Core 2D top-down game mechanics such as but not limited to:
 - Basic Movement
 - Combat features for player and enemy
 - HUD/UI elements
 - Win & Lose conditions
- Maintain the thematic/aesthetic elements of desired game:
 - Current pop culture references
 - Common art theme/style
 - Animations for characters and enemies
 - Etc.

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

Some similar systems to the one we are making:

- The Legend of Zelda (1986) – Computer game released on the Nintendo Entertainment System
 - “The Legend of Zelda incorporates elements of action, adventure, and role-playing genres. The player controls Link from a flip-screen overhead perspective as he travels the overworld, a large outdoor map with various environments. Link begins the game equipped only with a small shield, but can enter a cave and receive a sword from an old man who advises, "It's dangerous to go alone! Take this.""
 - When drafting *Warehouse Warriors*, the oldest reference to a top-down adventure game we could find was *The Legend of Zelda*. Our game will incorporate a similar progression of levels as well as weapons. Where the player-controlled character will have a set number of weapons throughout the progression of the game.
- Binding of Isaac (2011) – Survival Game available on Linux, Microsoft Windows, and Mac
 - “The Binding of Isaac is a top-down dungeon crawler game, presented using two-dimensional sprites, in which the player controls Isaac or other unlockable characters as they explore the dungeons located in Isaac's basement. The characters differ in speed, amount of health, amount of damage they deal, and other attributes. The game's mechanics and presentation are like the dungeons of The Legend of Zelda, while incorporating random, procedurally generated levels in the manner of a roguelike game.”
 - Our game will have a similar “bullet hell” theme where the game is rendered top-down. Our pacing and art style are both inspired by this game

4.0 Intended users and their basic interaction with the system

Users:

- Gamers. The rating for this game will be ESRB E 10+ so this is the main target audience. (E 10+ allows for fantasy violence)
 - o This game will also be deployed on multiple systems, so Gamers is encompassing all skill levels and users on supported systems.
 - Supported systems could include different application hosting platforms

Uses:

- Provide entertainment by completing the full game and completing every objective.

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

Internal Interactions

- **Unity Game Engine** – The game is being developed in Unity, utilizing its built-in physics, rendering, and scripting capabilities.
- **Visual Studio** – The project's scripts and game logic are being written and managed in Visual Studio, which serves as the primary integrated development environment (IDE).
- **GitHub for Version Control** – The team is using GitHub for source control, allowing multiple developers to collaborate, track changes, and maintain version history.

6.0 Known constraints to development

- Time. Like always time is posing as the biggest constraint as this project must be completed by the second week of May.
- This game is also going to need to be 2D as this aligns most with the direct objectives and goals of the company and its vision.

- Unity Engine: Our team utilizes the unity engine for other projects and would like to keep this pattern. Thus, requiring that the game be built using the Unity game engine.
- Novelty: We want this game to be a mix of elements that users love about other games like it. With this though we must ensure we adhere to all legal constraints (ex. Copyright).

7.0 Project Schedule

Date	Description
January 20 th , 2025.	RFP open for drafting
January 23 rd , 2025.	Kirkland Signature meeting and discussion about game design, elements, RFP drafting
February 7 th , 2025.	RFP submissions due (closed)
February 10 th , 2025.	RFP submissions reviewed and applications selected
February 11 th 2025.	Team meets with developers and discuss requirements, and other necessary baseline ideas.
February 25 th , 2025	Minimum viable working product due and presented to team.
February 26 th -March 12 th , 2025	Continual development of project. Meet weekly with client and developers to discuss projects and aim.
March 13 th – March 27 th , 2025	Testing of program, stress and boundary.
May 1 st , 2025	Initial prototype finished and presented.
May 16 th 2025	Deployment of game on platforms
May 17 th + 2025	Continual debugging and updating features of game.

8.0 How To Submit Proposals

Proposals will only be accepted digitally via email in effort to conserve trees. Please email proposals to proposals@kirklindsaysignature.com. Each proposal will be reviewed meticulously. Contact Braxton Marlatt at 208-623-4920 for further inquiries.

9.0 Dates

All proposals must be submitted by 12:00pm PST on February 7th, 2025. Decisions will be made and all applicants will be notified by 5:00 pm PST on February 10th, 2025.

10.0 Glossary of terms

ESRB E 10+: The rating established by the ESRB committee. This rating says the game may contain elements that are suited for persons of age 10+.

Bullet Hell: Genre of Shooting Games, characterized by their high difficulty and constant bombardment of the player by enemies. Players are typically required to avoid the raining projectiles while trying to progress through the level.

Top Down: A genre of video game where the player moves from the one side of the screen to the other to clear/complete a level or objective.

***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.