

HexHeadScrews



HexTanx!

HexTanx

Request for Proposal

Version 1.0

Document History

Version	When	Who	What
1.0	2/1/25	Justin Baldwin (TL1) Malik Robinson (TL2) Brenden Godbehere (TL3) Sialas Tripp (TL6)	Initial draft of RFP

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1.0 Problem Description / Opportunity / Expression of Need

Although strategy games are a large and booming genre there are very few that utilize a hex grid system to facilitate combat. There are games with square grids that achieve this, however, a square grid is not ideal in a tactical setting as the movement must make a sacrifice between not allowing movement to all adjoining squares or allowing movement greater than one square away by allowing diagonals. Hexagons do not have this issue. On a hex grid, all grid tiles are an equal distance from one another, facilitating more precise movement.

The importance of precision of movement in a strategy game cannot be overstated. It allows new players to intuitively grasp how many tiles apart objects on the grid are while allowing experienced players to more easily do multi turn calculations. Making their absence from the most popular grid-based tactics games a massive disappointment and an area of the gaming industry we mean to see corrected.

2.0 Project Objectives

The objective of this project is to create a top-down, turn-based tank shooter adventure that incorporates a capture-the-flag system. The key features are expected to be:

1. Turn-based mechanics
2. Map based items and enemies
3. Different environments per map
4. Randomized item locations

3.0 Current System(s) - if any / similar systems

Current similar games include:

1. Chess
2. World of Tanks
3. XCOM

4.0 Intended users and their basic interaction with the system

HexTanx is a game that will involve violence, war themes, combat and is recommended that users be mature enough to handle the themes of the game. The game will offer a differing gameplay loop from level to level. The gameplay is designed to encourage critical thinking from every player's action. The player will interact with the game by controlling a tank, destroying enemy tanks, and collecting the enemy's flag to win.

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

We aim for the game to be playable on PC, Mac, and Android devices.

1. PC distribution platforms (Steam, Epic Games Store)
2. Google Play Store
3. Apple App Store

6.0 Known constraints to development

1. Time and funding
2. Map generation inspiration
3. Line of sight issues

7.0 Project Schedule

Date	Objective
2/7	Post RFP
2/13	SA Presentation
2/24	Minimum Viable Product
4/10	Base game complete (sound, UI, menus, BC mode, turn-based combat)
4/24	Final Product Due
5/1	Final Presentation

8.0 How to Submit Proposals

Proposals will be accepted electronically only. You can contact us at fakeemail@thisisafakeemail.fakeemail. Please include relevant experience to set you apart from the thousands of applicants we will receive to develop HexTanx.

9.0 Dates

To give HexTanx as much time as possible the deadline for submission will be February 15, 2025 at exactly 11:59PM PST, after which no submissions will be accepted.

10.0 Glossary of Terms

Turn-based: being a game or part of a game in which the players take turns or in which a single player takes turns with an AI opponent.

Line-of-Sight: Line of sight, sometimes written line-of-sight or abbreviated to LoS, is the visibility (that is, who can see what) on the playing field in wargames and some role-playing games (RPGs).

Capture The Flag: a sport where two or more teams each have a flag, and the objective is to capture the other team's flag. The enemy's flag is located at their team's base, you must bring the enemy's flag safely back to your own base.