

EXODUS

Studios



Exodus

Request for Proposal

Version 1.0

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Document History

Version	When	Who	What
1.0	2/7/23	JH, CR, JL, LL, NR, VV,	Initial RFP layout

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1.0 Problem description / opportunity / expression of need

The goal of this project is to create a fun and exciting single-player biblically inspired 2D platformer named *Exodus*. The game features Moses as he escapes from under the rule of the Pharaoh. On his journey, Moses will have to tackle the minions of Pharaoh using his agility, his trusty crook, and the powers of God himself. We here at Exodus have been making religiously-inspired games for a long time, our most recent successes are *Muhammad*, our islam-based boxing game, *Meditation and You*, our more relaxed meditative game based on Buddhism, and *Banking Simulator*. With our industry experience, we have a good idea of what can make a game inspired by religion a market success.

2.0 Project Objectives

The highest objective for this project is to ensure that the game itself is a smooth and entertaining experience. We want to make the game feel fluid and polished to ensure the player has a great time playing the game. We believe that by making the most mechanically fun game we can that it will allow us to reach a wider audience.

Another extremely important objective for us is to make sure that Exodus has a deep and engaging story. We want to draw the player in and keep them enjoying the game for a long time. We also want to ensure that the game has plenty of replayability so that even though the player may have completed one run through, they want to go again.

The third objective of Exodus is to be biblically accurate without making it an essential part of the game. We intend to reach as wide of an audience as possible, and focusing too much on the biblical aspect may scare some potential players away. That being said, it is in our interest to help the player learn more about the events in the bible throughout their playthroughs.

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

There is no shortage of Indie 2D Metroidvania games in circulation, covering a wide range of themes and every gaming platform. These games are defined as such by their guided nonlinear exploration and progression of a large map, and by their focus on action and adventure. Some of the most popular Metroidvania games over the last 40 years include: Metroid, Castlevania, Cave Story, Shadow Complex, Guacamelee, Ori and the Blind Forest, and Hollow Knight.

Hollow Knight is perhaps the most popular 2D action adventure video game built in this Metroidvania style. It was developed by Team Cherry and first released in 2017. In Hollow Knight, the player character explores an interconnected world, fighting enemies with precise combat techniques and collecting an in-game currency “Geo” used to purchase upgrades. When the player dies, they are respawned at the last place they rested.

4.0 Intended users and their basic interaction with the system

Users:

- For people who enjoy single player platforming games
- For people who enjoy games with precise combat

Uses:

- Keyboard to control character
- Keyboard or mouse to control the character's attacks
- Destroy enemies and bosses with your character by attacking
- Lose health by getting hit by enemies or bosses
- Collect health to heal
- Collect experience to level up skills

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

1. The system will be interacted with by those who enjoy single player platforming games and those who like precise combat.
2. The operating system of the Game Host. The system will run on an operating system under the constraints of the operating system's RAM, processing power, and graphical processing unit.
3. The system will be completed on a version of Unity that must be well documented with instructions that detail the Unity version that the system will be developed on.

6.0 Known constraints to development

1. The amount of time that is necessary to complete the development. This system must be completed within the constraints that are laid out in the project schedule below.
2. Using Github to collaborate with cohorts about the system that is being designed.
3. Complexity of code being created for the system. The more features that are added to the code makes the code much more dense.

7.0 Project Schedule

Date	Time	Objective
1/24	2Hrs	Decide feature champions, setup teamleads, and create a Github
2/9	2 Hrs	Complete RFP
2/14	2 Hrs	SA Presentation
2/23	35 Hrs	Finish minimum viable product of game
3/7	5 Hrs	Complete Project Test Plan
4/15	40 Hrs	Project should look like a

		game, features missing
5/1	5 Hrs	All features and testing complete
5/4	1 Hr	Final Presentation

8.0 How To Submit Proposals

Please email all proposals in pdf format via email to John the Baptist, Contracts Coordinator for Exodus at proposals@exodus.com. Any questions please contact him at 208 555 3226. Any and all questions will be reproduced and distributed to all applicants.

9.0 Dates

All proposals must be submitted by 12:00pm PST on February 10th, 2023. Decisions will be made and all applicants will be notified by 5:00 pm PST on February 15th, 2023.

10.0 Glossary of terms

Metroidvania: A sub genre of adventure games focusing on nonlinear exploration and tool based progression

Moses: One of the most well known prophets and Judaism, Christianity, Islam, the Druze faith, the Bahá'í Faith, and other Abrahamic religions.

Github Repository: An online software platform that allows users to share and organize their code in one setting. This gives users who have access to the repository the most recent version project files and save previous versions of files that might be modified by another user.

Minimum Viable Product: Having a base game that includes a starter level with the main character, a weapon, an ability, and enemies. The additional weapons, levels, abilities, or bosses will be part of a future product.

Crook: The staff of a shepherd

Pharaoh: Entitled to an individual who is designated as the king of Egypt from ancient history.

Game Host: The system that the game will be running/hosted on.

RAM: Random access memory - short term memory where data is stored as the processor needs it.

Proposal Grading Categories

Evaluation of Respondents' Proposal		
Round 1		
	Minimum Qualifications	Pass/Fail
Round 2		
	Understanding Project Goal	15%
	—Physical and Service Requirments	
	Project Timeline	10%
	—Delivery & Installation	
	Pricing	12%
	—Planned Max. Budget	
	Customer Service	15%
	Technology	10%
	Sytem's in Conjunction	10%
	—i.e. Hostable site, Php database, Github	
	Local Business Bonus	8%
	Resumes(s)	10%
	References	10%
	—Previoius Projects Done	
	Grading	100%