Lost Map Studios

'Where's My Spaceship?' The Video Game

Request for Proposal

Version 1.0

Document History

Version	When	Who	What
1.0	Date	Names of author(s)	Initial Drafting
1.1	9/19/2025	Adam Cobb, Gabe Bybee, Alex Johnson, AJ Karki, Urvashi Gupta, Qiwei Liang	Initial draft of the RFP document.
1.2	11/30/2025	Adam Cobb, Gabe Bybee, Alex Johnson, AJ Karki, Urvashi Gupta, Qiwei Liang	Revisions and refinements.
1.3	12/15/2025	Adam Cobb, Gabe Bybee, Alex Johnson, AJ Karki, Urvashi Gupta, Qiwei Liang	Final version with the games key features implemented

Table of Contents

1.0   Problem description / opportunity / expression of need

Currently, there is no 2D platformer/adventure game that combines **time-travel storytelling, era-based gameplay mechanics, and progressive narrative arcs.** The games focus on either combat, puzzles, or exploration.
The opportunity is to create a **game** where players are taken across time periods such as (prehistoric, medieval, cyberpunk future), battling bosses to recover spaceship parts and restore the timeline using different tools from the respective era's. This satisfies the need for **unique gameplay** and **a cohesive story-driven experience**.

2.0   Project Objectives

1. **Deliver a Multi-Era 2D Game:** Build a game where each era has its own art style, enemies, and gameplay mechanics.

Rationale: Keeps the player engaged with constant change.

2. **Develop Enemy Variety**

    Each era introduces distinct enemies with unique attack patterns and behaviors.

Rationale: Prevents repetition, encourages players to adapt strategies across levels.

3. **Integrate Narrative with Gameplay:** Ensure story progression (recovering ship parts) drives gameplay goals.

Rationale: Creates immersion and emotional investment in Dr. Tempus Rift's journey.

4. **Implement Dynamic Audio & Visuals**

    Music, sound effects, and art should reflect the era (e.g., tribal drums in prehistoric, lute melodies in medieval, synthwave in cyberpunk).

Rationale: Reinforces immersion and strengthens the atmosphere of each time period.

5. **Create Unique Boss Encounters:** Design memorable boss fights (T-Rex, Medieval King, Dragon, AI Overlord, Chrono-Phantom).

Rationale: Bosses act as major milestones, rewarding player skill and advancing the story.

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

1. **Current system:** None exists — this is a new development project.
2. **Similar systems:**

- *Shovel Knight* (retro-inspired side-scrolling platforming).
- *Katana Zero* (fast-paced 2D combat with a strong narrative).

    These show there's demand for **2D action-platformers**, but none combine **era-shifting mechanics** like Time Rift Trek proposes.

4.0 Intended users and their basic interaction with the system

1. **Primary Users:** Gamers who enjoy 2D platformers, action-adventure titles, and story-driven indie games.

2. **Interactions:**

- Navigate environments with platforming mechanics.
- Engage in combat against enemies and bosses.

- Collect ship parts to progress through eras.

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

1. **Game Engines:** Built in Unity for 2D game development.
2. **Asset Libraries:** Interaction with sprite/animation assets for visual design.
3. **Save Systems:** Uses file-based or cloud save interaction to store player progress.

6.0 Known constraints to development

1. **Time:** Limited schedule for completing design, coding, and testing.
2. **Resources:** Small development team with limited art and sound resources.
3. **Scope:** Must keep mechanics feasible (e.g., can't fully simulate all time periods).

7.0 Project Schedule

Week 1–2: Storyboarding & core design (game loop, mechanics, art style guide).
Week 3–5: Prehistoric era development (basic platforming, boss fight).
Week 6–8: Medieval era development (stealth, puzzles, horse riding).
Week 9–11: Cyberpunk era development (parkour, hacking, AI boss).
Week 12: Final boss + hybrid mechanics level.
Week 13–14: Testing, bug fixes, polish.
Milestones: End of each era marks a deliverable demo.

8.0 How To Submit Proposals

Required Documents

To be considered, proposals must include:

1. **Proposal Document** – Detailed breakdown of the approach, including timelines, deliverables, and pricing/resource structure.
2. **Portfolio/Case Studies** – Examples of previous game development or related project work that demonstrate capability.
3. **Team Composition** – List of team members, their roles, and relevant experience.

4. **Project Plan** – A Gantt chart or similar scheduling tool outlining major development milestones (concept, prototype, alpha, beta, final).

Submission Method:

All proposals must be uploaded electronically to the **Class Project GitHub Repository** before the deadline. Late submissions may not be considered.

Dates

Proposal submission deadline: Friday 9/19/2025 .

Notification of selected proposal: Within 1 week after submission deadline.

Project completion milestone: End of semester (final presentation & playable demo).

10.0 Glossary of terms

Chrono-Drive: The experimental time-traveling spaceship engine central to the game.
Temporal Engine: A key spaceship part recovered in Prehistoric Era.
Navigation Crystal: A key spaceship part recovered in Medieval Era.
AI Core: A key spaceship part recovered in Cyberpunk Era.
Game Engine: The software framework that will be used to create and develop video games (Unity Engine).
Chrono-Phantom: Final boss; paradoxical evil version of the main character.
Era Mechanics: Unique gameplay mechanics specific to each time period.