



**LOST MAP
STUDIOS**

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, Urvashii Gupta, Qiwei Liang	Initial draft of the RFP document.
1.2	11/30/2025	Adam Cobb, Gabe Bybee, Alex Johnson, AJ Karki, Urvashii Gupta, Qiwei Liang	Revisions and refinements.
1.3	12/15/2025	Adam Cobb, Gabe Bybee, Alex Johnson, AJ Karki, Urvashii Gupta, Qiwei Liang	Final version with the games key features implemented

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1.0 Problem description / opportunity / expression of need

Currently, Lost Map Studios is developing a game called, “**Where’s my Spaceship?**”, there is no 2D platformer/adventure game that combines **time-travel storytelling, era-based gameplay mechanics, and progressive narrative arcs..** Existing games focus on either combat, puzzles, or exploration, but rarely integrate time periods. 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. 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. **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.

3. **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

1. Everything should be submitted **via** GitHub repository.

9.0 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.

Chrono-Phantom: Final boss; paradoxical evil version of the main character.

Era Mechanics: Unique gameplay mechanics specific to each time period.