Big Top Bananza

Galleon Gambit

Request for Proposal

Version 1.0

Document History

Version	When	Who	What
1.0	Sept. 2025	Anne Johnson, Autumn Austin, Ayden Kelley, Derek McNee, Grant Hulen, Kevin Mills, & Michael Crapse	Initial Drafting

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1.0   Problem description / opportunity / expression of need

The goal for this project is to create a roguelike deck-building game called Galleon Gambit, inspired by The Cthulhu Mythos. The player must fight various Lovecraftian monsters as they sail across a seascape, upgrading their deck with powers, allies, and ship enhancements. Failure means starting back at the very beginning, encouraging experimentation with different strategies and new builds.

There is a growing demand in the gaming industry for titles that reinterpret historical myths and legends through modern and engaging gameplay. Recent successes such as *Hades II* ®(exploring Olympian mythology)*, and *Pyrene®* (featuring Basque mythology) demonstrate the appeal of mythical narratives. Similarly, the rougelike deck-building genre continues to gain momentum, with titles such as *Slay the Spire®* and *Balatro®* holding "Overwhelming Positive" reviews on Steam and maintaining long-term player engagement.

By combining the mechanics of deck-building games, with a rich mythos-driven narrative, Galleon Gambit offers a fresh experience for players interested in both genres. We believe this project has strong potential to resonate with wide audiences and generate substantial revenue in the current market.

2.0   Project Objectives

The objective of this project is to create a thematic roguelike deck-building game. The game will combine elements of RPGs with strategic card play, requiring players to manage health, gold, and a dynamically drafted deck of cards. This project will emphasize replay ability, having randomly generated battle encounters, randomly generated treasure and rewards, and features such as a customizable deck of cards.

Features the game will include:

- Player:
  - Pick and play cards.
  - Interact with the game map.
  - Battle enemies.

- Open menus.
- Check the current game score.

- Enemies:
  - Do damage to the player.
  - Take damage from the player.
  - Randomly determine what enemy or enemies spawn.
  - Randomly determine attack move set.

- Deck:
  - Randomly shuffle cards at the start of encounters.
  - Dynamically assign cards to the player.
  - Shuffle the deck once no cards remain.
  - Able to permanently add or remove cards from the deck.

- Non-Battle Design:
  - Manage randomly generated events.
  - Manage shop actions: Buying Cards, Buying Extra Health, Paying for the Removal of a Card from the Deck.

- Sound Design:
  - Background non battle music.
  - Background battle music.
  - Player sound effects.
  - Enemy sound effects.

- Map Design:
  - Level layout and loading.
  - Map randomization.
  - Level transitions.

- Menus / UI:
  - Game start screen.
  - Pause menu can be accessed including help screen and access to Dr. BC mode.
  - Player accessed inventory.
  - End of battle rewards.
  - Game over screen.

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

This project is inspired from existing rogue-like deck-builders.

- **Slay the Spire** is a roguelike deck-building game where the player ascends a procedurally generated spire, battling enemies and bosses across multiple floors. Progress is made by collecting cards, relics, and potions, building powerful combinations while adapting strategies to proceed. Each run is unique, offering different paths, encounters, and rewards, encouraging experimentation and replayability.
- **DOOMSDAY** is a roguelike deck-building game where players play as a mad scientist building a doomsday machine to dominate the world. There are 15 levels to battle a variety of foes while managing a limited number of turns per level. The player decides their deck with card choices, artifacts, and strategies. The roguelike unpredictability and progression offers an escalating challenge and replayability.

4.0   Intended users and their basic interaction with the system.

Our game's intended user base includes the following but may be open to more:
1. The age demographic of 14+ who participate in digital gaming.
2. Individuals who are interested in card-based games in the roguelike format.
3. Dr. BC's CS383 Fall class of 2025!

The users will be able to interact with our game through the following tools/inputs:
1. Computer mouse to interact with gameplay and widgets.
    a. For mobile devices, touch gestures (I.e., tap).
    b. For controller support, control stick implementation.
2. Keyboard for keybinds (E.g., exiting or settings).
    a. Radio buttons will be available for mobile devices.
    b. Buttons on controller will be pre-mapped for controller support.

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

For accessibility, our game will be supported on the following platforms:

1. GIT repository
2. Apple/Google Play Store
3. Steam

Since our game is Unity based its main interaction will be with the Unity Engine. Viewing of source code and running the game from GIT will require user interaction with the Unity engine.

6.0   Known constraints to development.

1. Limited Development Time
2. Lack of Development Resources
3. Complex Code

7.0   Project Schedule

Date	Objective
Sep 19	RFP Due
Oct 14	MVP Finished
Nov 22	All Primary Features Implemented (Needs Cleaning)
Dec 1	Game Finished
Dec 11	Final Demo

8.0   How To Submit Proposals

Proposals are to be submitted as a pdf to our Contracts Coordinator for Big Top Bananza, Derek McNee, at proposals@bigtopbananza.com. If there are any questions or need of further assistance reach out at (208) 661-7745. Questions and corresponding answers will be distributed to all applicants.

9.0   Dates

Proposals are due by September 30th, 2025, at 11:59 PM Pacific Time. A winner will be chosen and respondents will be notified on October 7th, 2025.

10.0 Glossary of terms

Listed below are potentially difficult to understand or unclear terms that are essential to the product we are requesting:

- **Deck-builder, deck-building game:** A deck-building game is a video game in which the primary player mechanic revolves around a deck of cards. The player begins with a small deck of basic cards and will get to add and remove cards throughout the game. Each card has a specific and unique effect or set of effects that will help (or sometimes harm) the player's ability to win. The game progression will occur in the deck getting stronger over time.
- **Roguelike:** Roguelike games are a subgenre of video games inspired by the game "Rogue." This is a broad subgenre that applies to games in which levels and level layouts are randomized, player death is permanent, and a full completion of the game is short. The gameplay takes place over a series of "runs," or playthroughs, where the player will start the game, play through randomized levels while getting stronger, and then will either die and must restart or will win after approximately 30 minutes. Players typically play several runs in one sitting, trying out different strategies or optimizing their runs as much as possible.
- **Lovecraftian:** Lovecraftian is an adjective that describes something as having themes from the work of the author H.P. Lovecraft. These themes often include sea monsters, the idea of ancient evil demons, and general horror themes.
- **RPGs:** Role Playing Games, or RPGs, are a genre of video games and physical tabletop games alike. In an RPG, the player(s) take on the role of a fictional character and take their character through some sort of story or adventure.
- **Dr. BC mode:** Dr. BC mode is a game mode option designed for those who desire an easier video gaming experience. In Dr. BC mode, it should be impossible, or near impossible, for the player to die or otherwise lose the game.