



Naughty Cat LLC

Zombie Dog Outbreak 2

Request for Proposal

Version 1.1

Document History

Version	When	Who	What
1.0	9/19/2022	Molly,Bryce,Marissa, Carson	Initial layout
1.1	9/21/2022	Everyone	Complete and edit draft

Table of Contents

1.0 Problem description

2.0 Project Objectives

3.0 Current System(s) – if any or similar systems

4.0 Intended users and their interaction with the system

5.0 Known interactions with other systems inside/outside the client organization

6.0 Known constraints to development

7.0 Project Schedule

8.0 How to Submit Proposals

9.0 Dates

10.0 Glossary of terms

1.0 Problem description / opportunity / expression of need

The gaming industry is a competitive market. The success of a company behind a game in the market is determined by the game's popularity and relevance driven by the continuous addition of updated content or publishing new games. Our current game hit, *Zombie Dog Outbreak* is on a steady decline in popularity. Our fanbase has demands for new content and replayability that *Zombie Dog Outbreak* currently cannot meet due to its constraining storyline and lack of an enemy that can grow in difficulty as the game progresses.

Zombie Dog Outbreak has a too sophisticated storyline that prohibits the user from experiencing the joy of finding hidden objectives or exploring the map on the user's own. With less guidance the user can experience more gameplay and freedom of movement. The storyline abruptly ends too soon and has no viable explanation that would allow current game developers to expand its content in a rational and followable way.

Enemies in the current game have no dynamic abilities. This greatly impacts replayability because the zombie dogs are too easy of an enemy and do not meet a user's standard of difficulty. A dynamic enemy(enemies) is needed in order to keep users entertained and wanting to play the game continuously.

2.0 Project Objectives

Naughty Cat LLC is looking for a contractor to build a single player zombie computer game. *Zombie Dog Outbreak 2* seeks to be a fun and limitless game that improves on its predecessor *Zombie Dog Outbreak*. The following features should be implemented in the game:

1. Unlimited levels with increasing difficulty
2. Playable main character with the ability to move around the map and access inventory
3. Displays scores and items in inventory
4. Display screens for main menu, game paused, and the general game itself as well as cutscenes
5. Enemy AI characters the player plays against
6. An optional storyline for the player
7. Runs with no glitches that alter the gameplay

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

There are many zombie shooter games on the market such as the Call of Duty Zombies franchise spanning over 14 games, a similar game would be Call of Duty Black Ops Arcade as this is a top down shooter & the previous 14 games being a first person shooter, but the most similar in features would be Call of Duty Black Ops 3.

Call of Duty Black Ops 3 Zombies is a first person shooter zombie survival game where the player spawns in a small restricted area with only a pistol and a knife. The player must kill zombies in order to gain points to open doors to new areas of the map & or purchase perks from perk machines, which give the player enhanced abilities. The Call of Duty Black Ops 3 zombies story follows the Ather story line established in the first Call of Duty game: World at war. The Ather storyline follows 4 main characters: Richtofen, Dempsey Takeo & Nikolai where they have to complete complex and challenging story based challenges and events commonly referred to as the “easter egg” which is not key to the main gameplay but completes the “story” of the given map. The easter egg will either end the game or allow the player to continue the endless rounds of zombies with an added easter egg bonus.

Key Features:

Dynamic unlockable map

Melee system

Dog zombies on round multiples of 5

Increasing difficulty on each round of zombies

Mystery box that generates a random weapon

Perk machines with over 16 different perks

Secret easter egg ending

4.0 Intended users and their basic interaction with the system

Zombie Dog Outbreak 2 contains Cartoon Violence, Fantasy Violence, and Comic Mischief. It's also suitable for anyone ages 9 and up.

Intended User:

- Anyone that enjoys a zombie survival game and cats.

Basic Interaction with System:

- Keyboard
 - Using the arrow keys.
 - Using “W”, “A”, “S”, and “D” keys.

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

1. Call of Duty Black Ops 3 Zombies’ Developers: Treyarch
2. Zombie Dog Outbreak Twitter Community Collaborators
3. Steam Software

6.0 Known constraints to development

There are several constraints that will affect the process of developing the game, which have been enumerated below:

1. *Limited time.* We have a fairly ambitious plan for the features the game must have, and less than three months to finish implementing and testing them. In addition to the basic gameplay elements associated with a zombie arena game, we intend to have a robust storyline and interesting enemy variation.
2. *Complex interactions.* This game will be programmed from scratch, and the final product will require many distinct components. This means that all individual programmers must gain a specialized knowledge of their field of responsibility, while allowing easy interfacing with the other team members’ scripts. Team members must not modify any code or game objects created by other members, so communication is crucial to ensure smooth intra-compatibility.
3. *Limited budget.* The creation of the final product must be executed efficiently, at the cost of non-critical functionality if necessary. Unnecessary complexity of

design should be identified and eliminated before programming begins, so valuable time is not wasted solving problems that arise between different components.

7.0 Project Schedule

Completion of design phase on September 22. Included in this objective:

- Submitted team request for proposal on September 21
- Submitted individual sequence diagram on September 21
- Submitted individual class diagram on September 21
- Systems analysis presentation uploaded on September 22
- Submitted storyboard on September 22
- Present system analysis on September 22 or 27

Completion of initial game version on September 29. Included in this objective:

- Team meeting to plan basic functionality for MVP on September 26
- Team lead 2 minimum viable product on September 29

Begin final testing phase by November 28.*

Complete game demonstration on December 8.*

**Dates may change, and specific meeting and deliverable dates will be added as the project development progresses.*

8.0 How To Submit Proposals

Please submit your proposals by Friday, September 23 in PDF format via email to the project coordinator Bryce Hendrickson at NaughtyCatLLC@email.com. Please submit any questions about the proposal to the email listed above.

9.0 Dates

The deadline for all submissions is Friday, September 23rd and all applicants will be notified of the chosen proposal by Monday, September 26th.

10.0 Glossary of terms

- **Dynamic Ability:** A continuous change in an object's skill.
- **Dynamic Enemy:** An enemy with dynamic abilities.
- **Easter Egg:** A hidden undocumented objective or perk that is included as a bonus the player.
- **Perks:** objects that give an advantage or benefit the player. E.g: Health kit, bullets, etc.
- **Replayability:** The game's ability to be worth playing more than once due to its high enjoyment.