This project is to leverage existing server technology in order to drive a multiplayer application onto mobile devices. Our desire is to use RhoMobile or an equivalent technology as a means for delivering a front end interface to the game Star Alliances. The technology allows for us to deliver the game to 3 primary platforms: Apple’s iOS, Google’s Android, and Research In Motion’s version 6 technology. There are four major aspects of the game that must be considered into the design of the application:

* Technology Builder that allows the player to take various aspects of the ship and design their own. These are simply calculators that provide the mechanics of the ship design. Overall, there are 9 calculators that drive the build out of the ship. The player receives a few small ship hulls to begin their game and then can purchase additional hull types to play with their account allowing for more availability and ability of the designs.
* Galaxy Movement that allows the player to participate in an open galaxy environment driven from a server housed in a data center with high availability. The goal of the player base is to control the planets throughout the galaxy to obtain more resources for their ship designs. The construction of outposts provide this mechanism to the player in a simple accumulation model to their player account. There are ten minerals that are distributed through the galaxy and control of the planet provides these resources to the player based on their establishment of an outpost. The galaxy movement is a series of waypoints such as wormholes and planet locations. These locations maintain stats around combat and provide the player a visual queue that combat is there to be fought
* Combat that allows the player to interact with players and AI pirates in a means of combat. The combat needs to be handled differently based on connection speed to the server. If the server latency is extreme, the player needs to experience AI pirates. If they have good transmission, then the player can interact with other live players. The “fire” and “movement” packets are very small from the server and must be interpreted and acted upon. The existing assets are small vertices count objects (less than 3000 vertices each) and the graphics must be able to handle the rendering of combat to be successful.
* Leaderboard/statistics/chat provide the ability to see where they are as it relates to other players. These statistics should be maintained local on the device and forwarded to the server on a “login”. Leaderboard is simply a request of the server to get the top players and provide the user with a view of where they stand in the game.

What we are looking for is essentially a port of code and ability from our current PC client into the RhoMobile architecture. This will include the use of already existing assets, calculators and a simplified interface specific to mobile devices.

For your bid, we will require three elements:

* A fixed bid for the design document that outlines the objects, the approach and the implementation plan as it was implemented in the PC version.
* An assignment of who will be involved in the development including resumes and samples of work with Ruby with Rails and mobile applications
* A project plan that includes milestones during the development cycle. Milestones are to be delivered on a weekly basis until final delivery.

Delivery and signoff of milestones will provide payment for deliverables. The number of milestones will also dictate how the payments of the bid are delivered to the developer.

It is absolutely critical that the game is well understood before the bid is made. On submission of the bid, we will require you to identify the usernames that were used to investigate the game (the game is free). We will investigate what you saw in the game and ensure that you have a full understanding of the required deliverables.

Failure to deliver any of the three elements or the usernames that were used to prepare your bid will constitute a status of no-bid.

We are available for questions during the bidding process. Once bidding is complete we expect immediate start-up of the project plan laid out by you and expect the milestones to be delivered.

We also have a need for this to be delivered on time. As such, we are willing to have both a bonus but require a penalty in failure to deliver. We will reward 10% to any milestone payment that the milestone delivers ahead of schedule. We will penalize 10% to any milestone payment that the milestone delivers behind schedule. If the milestone is delayed, the remaining milestones do not get reprieve from the schedule and therefore no adjustment is made to the schedule.