



Midnight Slice Madness

Request for Proposal

Version 1.0

## Document History

Version	When	Who	What
1.0	2/1/2024	Sebastian Fedane, Zoe Abbott, Aiden Shepard, Andrew Plum, Dylan Thompson, Joseph Schlegel	Initial Drafting

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## 1.0 Opportunity Description

The goal for this project is to create a single player, top down 2D game call *Midnight Slice Madness* which depicts a pizza delivery driver trying to make his deliveries on time to get tipped well. Obstacles that impede the delivery driver include a variety of monsters that may slow you, deal damage to you, etc. Whatever it takes to prevent you from getting a good rating! You will also have to keep track of where you're driving so, you're delivering to the correct place all while watching out for those dangerous monsters. We believe there is a high market potential for this game, because of the suspense of navigating of monster-infested environment while trying to complete your job efficiently. It leads to a lot of replayability as you learn the monsters that previously prevented you from getting a good score.

## 2.0 Project Objectives

- Create menus to pause and start the game.
- Create an immersive 2d top-down environment for the player to traverse.
- Create "pizza delivery" objectives.
- Create player to navigate the map to their objectives.
- Create NPCs (i.e. Monsters) to antagonize the player.
- Create a reward system once the player has completed their objective.
- Create items the player can spend their rewards on to make future challenges easier.

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

Paper Boy – Nintendo 1984

This title was isometric 2D and involves a happy atmosphere. However, it has the elements of dodging obstacles while trying to deliver a product to multiple homes.

Lethal Company – Steam 2023

A 3D game but does include some similar elements to Midnight Slice Madness where you are trying to complete a job while monsters attempt to kill you.

## 4.0 Intended users and their basic interaction with the system

Survive your shift delivering pizzas while dealing with time constraints and monsters trying to prevent you from delivering in a timely manner. Players will use their movement, items, and strategy to complete various deliveries to earn money to purchase more items.

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

- 1) ChatGPT API
- 2) Aseprite
- 3) Steam

## 6.0 Known constraints to development

- 1) Project must be developed in Unity.
- 2) Time Constraints:
  - a. Must be complete before the last day of classes.
  - b. Must be ready for beta testing by oral exam week.
- 3) Project must be ported to different platforms.

## 7.0 Project Schedule

Date	Description
February 10th	Individual Champion Documents Submitted
February 11th	RFP Submitted
February 14th	Individual Class and Sequence Diagrams Submitted
February 15th	Story Board and Systems Analysis Presentation and Begin Development MVP afterwards
February 24th	MVP Completed

February 24 <sup>th</sup>	Begin Design and Development
March 21st	Individual Initial Test Plan (2 boundary, 1 stress test)
April 13th	Have Project Feature Finished for Feedback
May 2nd	Final Demo

## 8.0 Glossary of terms

**ChatGPT** – AI program that could possibly be used to generate dialogue or customer reviews for pizza deliveries.

**Aseprite** – Pixel Art image editor designed to be compatible with Unity.

**MVP** – Minimum Viable Product