

SCOTO



Request for Proposal
Version 1.0

Document History

Version	When	Who	What
1.0	2021-09-23	James Lasso, Zach Preston, Hayden Carroll, Austin Kugler, Rodney McCoy, Kadence Kee	Initial Drafting

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1.0 Opportunity Description

Recent events have accelerated the popularity of interactive entertainment in an industry that has traditionally been controlled by linear television programming and movies. In particular, video games have seen a meteoric rise in player activity. ScoSoft aims to target this growing market with a new indie game called *Scoto*, ancient Greek for “darkness.” The game draws from the ancient Greek historical period for inspiration. This period has seen notable success in titles like *Assassin's Creed® Odyssey*. *Scoto* aims to recreate this success through its Greek theme, labyrinth-like setting, and inclusion of many interactable components.

2.0 Project Objectives

ScoSoft is looking for a contractor to create *Scoto*: a modern three-dimensional first person shooter. *Scoto* focuses on building an immersive environment using atmospheric lighting and a labyrinth map structure. Players move room-to-room through interconnected corridors. Each room may contain weapons, obstacles, puzzles, enemies—players beware!

ScoSoft has drafted the following feature requirements to ensure *Scoto* meets its full potential:

1. Pickups: players receive special items or abilities after completing tasks
2. Level generation: *Scoto* uses procedurally-generated levels, partitioned into rooms
3. Enemies: players must combat multiple enemy types
4. Puzzles: players can earn items by completing puzzles of different types
5. Menu system: players can modify game settings, play a new game, or quit
6. Weapons: *Scoto* includes several weapon types, including a flashlight
7. Obstacles: randomly spawned traps damage unaware players

These features must have no flaws that impact gameplay in a major way.

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

Binding of Isaac

Scoto uses some ideas from *Binding of Isaac*’s level generation, room partitioned map, powerups, and enemies. *Scoto* differs itself in its first-person three-dimensional gameplay and ancient-Greece inspired story. *Scoto* also includes components like enemies that behave based on light and player solvable puzzles.

Out of the Dark

Scoto is partially inspired by *Out of the Dark*'s dark environment and maze setting. *Scoto*'s menu system follows *Out of the Dark*'s division of menus into launch, settings, and pause, respectively. However, *Scoto* differentiates itself in its focus on building a story and its three-dimensional design.

4.0 Intended users and their basic interaction with the system

Scoto's intended target demographic is any experienced or new video game players. The game's design makes it especially enjoyable by players who enjoy atmospheric settings and challenging gameplay. *Scoto* is a single-player game, making it a good fit for those who enjoy immersing themselves in a story without the distraction of other players.

Players will need a personal computer with Windows 10 (version 2021.1.22) to run *Scoto*. The player can interact with their character in *Scoto* through their computer's keyboard and mouse. Key presses will be used for moving the player's location and the mouse will adjust the surrounding view.

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

Contractors should be aware of necessary interactions with systems outside of *Scoto*. The game will need to be runnable by major operating systems, primarily Windows 10 version 19043 or higher. *Scoto* will also need to run using the Unity game engine, specifically version 2021.1.22 or higher. These outside systems ensure *Scoto* is built using a modern game engine and can be run on most modern personal computers. Also necessary is the deployment of *Scoto*'s source code to GitHub, a code hosting website.

6.0 Known constraints to development

Contractors may find difficulty in a few key areas of the development process. *Scoto*'s scope is fairly large relative to the experience and number of developers budgeted. The time constraints of the project may also lead to certain features being constrained in their detail. Another area of concern is the knowledge required for three-dimensional game development, which some developers may not possess.

7.0 Project Schedule

Dates	Description
Sept 23, 2021	Software Analysis Presentation
Sept 30, 2021	Minimum Viable Product
Oct 7, 2021	Two Compile Paths Complete
Oct 21, 2021	Game Mostly Complete, Merged Gantt Chart
Nov 4, 2021	Running Code
Dec 2, 2021	Post Mortem Analysis

8.0 How To Submit Proposals

Please send all proposals to Austin Kugler, the RFP Coordinator with ScoSoft, at the email austinpugler@scosoft.com. Contact this email for any clarifying questions to this RFP. A question answered for one is a question answered for all.

9.0 Dates

The deadline for proposals to this RFP is on Sept 23, 2021. The decision for the proposal will be decided and all parties interested will be notified as soon as possible. The latest time of notification will be Sept 30, 2021.

10.0 Glossary of terms

First person shooter: video game where players see their surroundings through the eyes of the character they control.

Indie game: video games created by an individual or small team of developers.

Procedurally generated: the automated creation of an environment versus the manual placing of components.