DUCK

Duck Quest RPG

Request for Proposal

Version 1.0

Document History

Version	When	Who	What
1.0	08/31/24	Mikayla Winant Michael Habes Tyler LaFleur Ryan Stenersen	Initial Drafting
	9/13/24	All	Formatting

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1.0 Opportunity Description

The goal of this project is to create a single-player ARPG adventure game 'Duck Quest.' Duck Quest takes gamers on an adventure through a series of dungeons where the charming character Waddles can fight enemies, upgrade weapons and magic, and defeat bosses. This game uses inspiration from successful games like 'Cat Quest' and 'The Legend of Zelda: Link's Awakening' and aims to create a 2D overhead perspective game with beautiful graphics, and an instrumental soundtrack. The gamer will be able to explore the overworld with different scenery including forests, mountains, and plains, and fight battles in the dungeons hidden within.

2.0 Project Objectives

DUCK is hiring a contractor to create a single player RPG 'Duck Quest'. The following features should be implemented in the game:

1. 'Waddle' the charming duck (the character controlled by the player).
2. Health bar
3. Menu of available weapons, magic, and gold.
4. Multilevel Game, as the player defeats dungeons, the levels get harder and player strength increases.
5. A 'BC' mode, where the player is invincible to attacks.
6. Display screens for start, pause, and 'you're dead'.
7. Instrumental soundtrack from 'Frieren: Beyond Journey's End'.

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

The group does not currently have any systems implemented. Outside systems similar to the one that we intend to build would include:

- Cat Quest - ARPG released on PC, mobile devices, and game consoles set in a top-down world where the player takes control of an anthropomorphic cat to rescue his sister, having to travel through many areas and locations as a result.
- Legend of Zelda: Link's Awakening - Action-Adventure game released for Gameboy and later remade for Gameboy Color and Nintendo Switch. Players take on the role of Link who wakes up shipwrecked on a mysterious island and embarks on a quest to wake the Wind Fish, having to fight monsters and solve puzzles along the way.
- Legend of Zelda: A Link to the Past - Originally released for Super Nintendo Entertainment System, and later remade for future Nintendo game consoles to include the Gameboy Advance among many others. Players take on the role of Link who must rescue the descendants of the Seven Sages, defeat the demon king Ganon, and save Hyrule. Along the way, Link must traverse dungeons, defeat monsters, and solve puzzles.

Main elements that are pulled as inspiration from these games are the Action-Adventure/ARPG game style, dungeon traversal, puzzle solving, and real-time combat.

4.0   Intended users and their basic interaction with the system

Duck Quest is intended for casual and adventure gamers who enjoy amusing, action-packed gameplay. The game caters to players of all ages, focusing on exploration and combat in an open-world setting. Players will interact with the game by controlling the duck protagonist, completing quests, battling enemies to progress throughout the story, upgrade their inventory, and using magical abilities. The gameplay is designed to encourage exploration of different settings while offering challenges that require critical thinking and skillful combat.

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

1. **Game Development Platforms (Unity)**
2. **Development Tools and Version Control (Git)**

3. **Game Distribution Platforms**
   - Google Play Store
   - Steam
   - Apple App Store

6.0 Known constraints to development

1. Time constraints, we would like to meet our timeline while still providing the most excellent experience for our clients.
2. Scope of the world, creating a game at this calibur in the given timeline is difficult due to the constraint we have to put on the overall size of the world in Duck Quest.
3. Testing and Debugging, while it is a goal to release any game with no "glitches" they become inevitable.

7.0 Project Schedule

Date	Objective
9/10/24	Create Git Repo
9/10/24	Assign Features to Group Members
9/13/24	Submit RFP
9/26/24	Minimum Viable Product
11/20/24	Additional Features (Sound, Menus, Health Bar, Bosses, Larger Map, BC Mode)
12/4/24	Bonus Features
12/5/24	Final Presentation

Broad overview. Must agree with the course schedule. Can include some of the potential meeting dates with milestones included.

8.0 How To Submit Proposals

Instructions for submitting proposals (i.e. electronically, etc.)
Please email our team at Ducks@duckiemail.com if you believe that you will be a great asset to our team. Please include a resume that talks about projects, personal and professional experience, and a reason for why you would be a talented candidate.

9.0   Dates

All proposals must be submitted by 12:00pm PST on September 16th, 2024. Decisions will be made and all applicants will be notified by 5:00pm PST on September 23rd, 2024.

10.0 Glossary of terms

ARPG: Action Role-Playing Game. A video game that blends the characteristics of action and role-playing games. The player takes control of a character in real-time to perform actions and engage in combat. As the player progresses, their character gains better stats, weapons, and/or abilities which let them perform better.

Overhead Perspective: The camera angle that the player will see throughout the game is of one that is above the character looking down on them and their surrounding area.

Overworld: The main area that interconnects all other main areas in a video game map. This can rather serve as the main world at large to help expedite travel to important locations, or as a large city/town in which the player can recover and resupply for further adventure.

Open-world: Often used in contrast with the term "linear", open-world games offer an area for players to freely explore at their own time. While they often have a main questline to guide players along, players are able to move about and tackle the challenges as they will. Level design is more open than in linear type games to help facilitate a more open approach to solving challenges.

Real-Time Combat: In contrast to game systems that use turn-based combat, in games that offer Real-Time Combat players and enemies do not have to wait their turn to act.

They are able to act as quickly as it takes for skills to be readied, which often have a cooldown effect (where the skill cannot be used and must wait for it to be usable again) to prevent spamming of skills.

*Note: Remember that "system" means product, service, and/or system your group would like to see created, built, upgraded, and/or changed