

Galleon Games



Corsair Clash for

Windows

Request For Proposal Version 1.0

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RFP Software Engineering

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1.0 Problem description / opportunity / expression of need

//What is the need for improvement of the existing *system, or the need for the new system?

We start with sketches for our map and environment. After we have a few rough sketches for that, we can start working on detailed features and assets. The base difficulty level is yet to be determined; we can gradually build up more challenges and quests respectively when that is done. All the different ideas for the use of assets and features need to be decided so we all have the same kind of resources to work on.

2.0 Project Objectives

The Objective Is to create an auto-battler strategy game that gives users an extensive variety of play styles. Sometimes referred to as “Auto-Chess”, for its grid-like level design and a near infinite amount of move combinations allowing for nearly every game played to be different. With an addition of upgradable attacks, ships and items, add another layer of variables to further guarantee the uniqueness of each encounter.

- Level Design
 - Overworld Map
 - Battle Map/Maps
 - Obstacle Assets to Implement in Battle Maps
- Overworld enemies
 - AI Enemy Ship
 - Ai Enemy Ship Variants
 - Overworld enemy readouts
- Ship
 - Ship Upgrades
 - Restart On Player Death/Sink
 - Health
- Battle Physics
 - Damage triggers for Enemy and Player Ships
 - Animation For Enemy and Player Attacks
 - Sprite Movement
- Sound
 - Attack SFX
 - Environment SFX
 - Background Soundtrack
 - Battle Theme
- Main menu
 - Pause
 - Sound volume Mixer

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

What are Auto Battlers (aka Auto Chess)?

They are a video game type established in the strategy genre. Where you are generally matched with one opponent be it a player or an AI. The objective, as well as main player agency, being the collection and bolstering of your playable pieces as to be stronger or/and better combined as to counter your opponent. Thus having your pieces beat your opponents in battle. The main distinction from other chess-like games is that once the battle begins it is hands off in terms of the player. As the armies autonomously engage each other.

Mechabellum - Auto Battler

Developer: Game River

Platformes: Windows, Mac OS

“Mechabellum is an epic auto-battler taking place on the newly colonized planet of Far-Away. You're the Commander of an army of mechs fighting it out in massive PvP battles. Customize and level up your units, strategically place them on the battlefield and watch them destroy your enemies.”

- Steam game description of Mechabellum

Teamfight Tactics - Auto Battler

Developer: Riot Games

Platformes: iOS, Android, Mac OS, Windows

“Based on *Dota Auto Chess*, a mod for *Dota 2*, the game centers around eight players who construct teams to fight one another and be the last player standing. The battlefield consists of hexagons, where players can strategically place units on the hexagons on their side of the game board between rounds. During each round, a short battle automatically commences, with two players matched randomly for that round, or else paired against computer-controlled enemies. In the rounds against computer-controlled enemies, each enemy has a chance to drop gold, units, or items that the player can use. [player] Health lost from losing a round is calculated with a combination of set damage per round and how many units an opponent had still alive.”

- Wikipedia's section about gameplay in regards to Teamfight Tactics

4.0 Intended users and their basic interaction with the system

Users:

- Gamers who have an interest in strategy video games.
- Target demographic being collage age undergraduates

Uses:

- A hobby to spend time on.
- An engaging means of sharpening one's critical thinking.

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

- Steam
- GoG.com (good ol Games)
- Xbox Game Store

6.0 Known constraints to development

- Game Deliverable Deadline
- Funding for Art Direction and Assets
- Game Scalability during development

7.0 Project Schedule

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

Post RFP		9/16
Final date for proposals		9/17
First design prototype		10/10
second design prototype		11/10
Play testing		12/1
Final design prototype		12/7

8.0 How To Submit Proposals

The proposal will be electronically submitted to the github repository under .doc section. Proposals would be in .doc format and include the subject line "Corsair Clash RFP Proposal". The deadline for proposal submissions is September 17th at 6:00 am PST. Any inquiries or requests for clarification will be emailed to our professor, Dr.BC.

9.0 Dates

All Proposals are to be submitted by September 17th at 6:00 am PST.

10.0 Glossary of terms

Auto Battler - A genre of video game where players place units on a battlefield during a preparation phase. These units then battle the opposing units with no direct input from the player during a combat phase.

Strategy Game - A genre of video game where the player's decisions have a strong correlation to how well or how poor they do within the game.

Terms that are meaningful to your client group but might not be understood by someone outside your group.

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