



An RFP for a

Mario SpinOff

By

Dustin, Isaac, Abdulla, Baoying, and Preston

1.0 Problem description

The goal of this project is to make a Mario style game with a player that can move through levels, collect items and kill enemies. The hypothetical player could jump on platforms and upgrade weapons. Current games of this style (Mario) have been very successful and therefore there is a market for these games. A game of the Mario calibre is not easily developed.

2.0 Project Objectives

QTeam is looking for a group of individuals to build the game in the Qt environment based on these other objectives:

- The player can move through levels
- The player can collect items
- The game is in 2D
- There are platforms
- The player cannot go back once he/she has moved forward
- There are multiple enemies
- The scoring system incorporates coins and time
- High scores are stored on a server
- Player information is stored in a database
- The player has melee and long range weapons (both of which may be upgraded)
- There is at least one boss level

3.0 Current System(s) – if any or similar systems

Super Mario Bros - Nintendo

Super Mario Bros is a popular level-based platformer that has become one of the most iconic games of all time. The player follows Mario on his quest to save Princess Peach from his arch-nemesis Bowser. He is assisted in the quest with power-ups that are randomly generated throughout the level.

4.0 Intended users and their interaction with the system

- Users
 - Everyone
- Uses
 - Entertainment

- Challenge friends to beat high scores
- Gain abilities and collectibles while progressing through levels

5.0 Known interactions with other systems inside/outside the client organization

- Database of player attributes
- High-score server

6.0 Known constraints to development

- Qt development environment
- C++ language
- Web server (firebase)
- Ability to run on UI network

7.0 Project Schedule

