



Room 4 Studios

Tower of Annihilation  
Request for Proposal  
Version 1.0

## Document History

Version	When	Who	What
1.0	02/22/2021	Nathan Vassell Kim Huynh Scott Martin Matt Morrison Dawson Hill	Initial Drafting

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## 1.0 Problem description / opportunity / expression of need

The goal of this project is to create a rogue-like, single-player game called “Tower of Annihilation,” where a hero must ascend a tower filled with puzzling obstacles and monsters to confront the final boss and choose to rescue the princess (or not). We believe that this type of game has an enormous opportunity in the market. This being evident by the re-release by Blizzard Entertainment, Diablo II. Our belief is that our game contains many of the desirable elements found in Diablo II. Such as, our dungeon environment and theme. As well as, having loot drop from enemy NPC’s and treasures found in the environment.

## 2.0 Project Objectives

Room 4 Studios is looking for a contractor to create a game with the following features:

- Player.
  - Health bar.
  - Movements.
  - Attacks.
  - Able to interact with items.
  - Has ability to hold currency.
  - Animations.
- Interactable Objects.
  - Chest
    - Animations.
  - Coins
    - Animations.
  - Staircases.
  - Shop keeper
    - Animations.
- Enemies.
  - Slime
    - Roams.
    - Chases player.
    - Attacks player.
    - Drops loot.
    - Generates in level.
    - Animations.
  - Dragon Boss

- Includes bosses that generate ‘bullets.’
- Animations.
- Menu.
  - Tutorial screen.
  - Game options - must include unlosable mode.
  - Start game.
  - Save and load games.
  - Quit application.
  - Demo Mode.
- Levels.
  - Generate playable levels.
  - Has entry point and exit point.
  - Shop keeper on every level – except last.
- Audio
  - Attack.
  - Damage.
  - Interactions.

The specified features above are essential to any modern game and must be included to facilitate a proper gaming experience.

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

In the popular MMORPG *World of Warcraft*. A new system was implemented into the game known as *Torghast*. In *Torghast*, the player is tasked with ascending a tower with levels with increasing difficulty. During these runs, there is a run specific currency that can be exchanged for powerful player buffs, enchantments, and *Torghast* only healing items. At the final stage of *Torghast*, players are put to the test with everything they have received during the run and are put against Final Boss. Successfully defeating the final boss completes the system, and the *Torghast* run is complete.

Another similar system is found in the rogue-like game: *Crawl*. *Crawl* is a 4-player local multiplayer game with randomly generated dungeons. The item drop system in *Crawl* is very similar to what we currently have in *Tower of Annihilation*.

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

Intended users include:

- Anyone who may be interested in rogue-like games.
- Anyone who want something fun to play.
- Anyone who enjoy challenges.

Uses:

- To provide enjoyment to players.
- To pass some time.

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

Inside the organization:

- Room 4 Studios development computers (Windows OS, MacOS).
- GitHub and Microsoft Enterprise Cloud.

Outside the organization:

- Steam, and any other distribution platform.

## 6.0 Known constraints to development

- Necessary time to complete development of game.
  - The development of the game needs to be completed by April 29, 2021. Including any UI, scripts, design inside of Unity.
- Limited software for game development (Unity)
  - Our team has decided that Unity best fits the need for the game to be implemented.
- Code implementation
  - Must use C# to work with Unity.
  - Any compatible editor may be used.

## 7.0 Project Schedule

Date	Time	Description
02/22/21	20 hours	Skeleton Code Running
02/23/21	4 hours	SA Presentation/ RFP
03/02/21	5 hours	Compile Paths Complete
03/25/21	30 hours	Game mostly complete, a few missing features
04/29/21	20 hours	Complete Game Postmortem Presentation
05/06/21	4 hours	Final Presentation

## 8.0 How To Submit Proposals

Room 4 Studios is currently only accepting electronic proposals due to the ongoing pandemic. To submit a proposal, please fill out the attached form and email the completed form to [projects@room4studios.com](mailto:projects@room4studios.com). For any questions, please contact the team at (208) 123-4567.

## 9.0 Dates

Proposals must be submitted by 11:59PM PST on February 5<sup>th</sup>, 2021 to be considered for the project. Applicants will be notified of the team's decision by February 11<sup>th</sup>, 2021. This way, the winning applicant will have time to develop the skeleton code that will be presented on February 22<sup>nd</sup>, 2021.

## 10.0 Glossary of terms

Skeleton Code - Base code need to show working parts of the game.

Compile Paths - A form of product that may be used for specific cases, for example a test product and a release product.

Unity – A software used to design applications.