WeinerWare Entartaintment

Hot Dog Jones: THE VIDEO GAME

Request for Proposal

Version 1.0

Document History

Version	When	Who	What
1.0	02/12/2024	Atkinson, K Nulf, Meghan Bonilla, Andrew Kurtz, Matthew Smith, Rebecca Trail, David Watkins, Jon	Initial Drafting

Table of Contents

1.0 Problem description / opportunity / expression of need

WeinerWare Entertainment's namesake finally needs a game that embodies the core principles we have as an organization. A game that will start conversations and get people thinking about the socioeconomic state of the world. A game with *Hot Dogs*. Our goal is to create a reputation in the entertainment industry as a studio capable of creating games that intrigue players via the use of absurdism. We believe that a Top-Down 2D Shooter Hot Dog themed video game will accomplish our organizations core-principles and goals.

This game will seize the opportunity to revolutionize the "Hotdoglike" genre through a familiar level of Top-Down Shooter elements, and an absurdist view on the world. Top-Down Shooter games thrive on intense action and strategic gameplay within carefully crafted environments, offering players the thrill of dynamic combat scenarios while maintaining straightforward mechanics and delivering a captivating storyline. The game will feature dynamic combat scenarios, where the protagonist, armed with unconventional hot dog-themed weaponry, faces off against foes representative of societal challenges.

The current landscape of the video game industry needs a breath of fresh air that can only be accomplished in the welcoming form of the traditional top-down shooter genre with the addition of a message that can only come from the minds of WeinerWare Entertainment. Hot Dog Jones: THE VIDEO GAME, seeks to surpass the two dimensions the art form lives in through the players who will engage with the game. This new project will crack the industry wide open by combining the adrenaline-pumping action of top-down shooters with an absurdist lens. Our game not only promises an entertaining experience but also serves as a platform for meaningful discourse that will shatter the players view on the shape of our reality.

2.0 Project Objectives

WeinerWare Entertainment is going to be designing, creating, producing, and commissioning a single-player, 2D computer game that uses a top-down player view perspective with single path instances. Our player audience will be entertained and entranced by the graphics and excitement of our game through levels, checkpoints, and buffs as well as increased difficulty and hidden easter eggs in the separate levels of the game!

The game will have features such as:

- A player character.
    - Our character offers users the story of the game through their perspective, where continued use of the character and his abilities is proactive.
    - The character will have associated animations, health, quests, maps, items, and powerups.
- Hub world
    - Primary area for play and exploration as the character
    - Will contain checkpoints to separate from each challenge area
    - We will have four sections within our Hub world
    - Contains enemies and one final big boss as obstacles for the player to defeat to complete the game
- Challenge areas
    - Different locations in the Hub world for enemies to be killed and a level to be completed
    - Contain items such as powerups and easter eggs to allow the player to become stronger and locate secrets
    - Include a map, health bar, and powerup time length in the UI
    - Pause menu that will enlarge map location and show the nearest checkpoint for the player with options to continue or quit the game.
- Virtual components
    - Hub world
        - Contain interactions with enemies and a final big boss.
        - The big boss will have unique dialogue
        - All enemies will have unique appearances
        - Provide the challenge for the player to kill them to continue the level and power up
        - Easter eggs and powerups will be in special locations for the player to find and use to grow in strength or looks

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

WeinerWare Entertainment aims to use 2 systems commonly used in video game development. The first is a top-down overworld design with an adventure-themed style.

The second is a general platform design. These two systems come together to provide a balanced environment for the game's design, execution, and UI.

Top-Down System:
This game system gives the perspective of a player's viewpoint as situated looking down on the game world from above (think bird's eye view). From this viewpoint, there is no depth perception but the entire playfield and characters within a desired frame may be easily viewed. This comprehensive view of the area, where the Unity camera is focused on the player, is often used for Role-Player Games (RPGs), strategy games, puzzle games, arcade shooters, and adventure/world-exploration games. Our Top-Down design will involve world exploration via a maze and arcade-shooting style themes that incorporate power-ups, shooting enemies, and winning the game by making it to a final checkmark where you must defeat a final boss.

2D Platform System:
This system is characterized by two-dimensional graphics that set the stage (aka: our world) for player interactions. Typically, this design allows for users to control players that move within a 2D environment (depicted with the top-down approach described earlier). Arrows keys (left, right, up, and down) are used to maneuver the player through platforms positioned throughout the world -- in our case, this will determine movement through a maze. Our system, much like any other platform system, will use the following: level design (e.g. "checkpoints") to progress through the game, character controls from the user, physics and mechanics such as collision detection, obstacles and enemies for enjoyable game play, and power-ups/special items for additionally game functionality.

Current systems like HotDog Jones - The Video Game:
There are many top-down video games, but the most common ones include "The Legend of Zelda: A Link to the Past", "Diablo", and "Hades." Particularly, we based HotDog Jones (HDJ) off the fundamentals found in The Legend of Zelda, which a classic action-adventure game that uses a top-down approach to move players around a game world on guests to rescue Princess Zelda and save the surrounding lands from an evil sorcerer.
Likewise, there are many common 2D platform video games. Of course, one of the most popular 2D platformer games is Super Mario Bros released by Nintendo. In this game, the player Mario embarks through various levels with platforms, obstacles, and enemies to rescue Princess Toadstool from the villainous Bowser.

Our game's systems will incorporate similar features to these two games described above in order to produce a top-down, 2D platformer game.

4.0 Intended users and their basic interaction with the system

Users:

- We are aiming to intrigue people new to video games and are interested in a top-down exploration shooter with power ups and different enemies
- Current students at the University of Idaho or that are specifically attending CS 383 Software Engineering
- Avid and experienced gamers looking for a different take on a top-down shooter genre or trying a different genre in general
- Influence people who haven't ever played video games or haven't ever really had an interest
- Entrepreneurs interested in new and fresh video games to review and play

Uses:

- Provide a fun, simple game to a variety of "noobies", gamers, and consumers
- Start and build a nice reputation for our company through positive feedback from reviews and different positive user interactions
- Re-imagine the top-down genre of video games, with a twin-stick shooter feel for an original title
- Allow for a different experience and world view through different top-down elements, that also feel nostalgic

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

1. Our game will be built, run through, and finalized solely utilizing the Unity Engine.
    - This will be understood as Unity interacting with the client or user's speaker system and display of their own devices

2. This game could be accessed, downloaded and available on many different third-party platforms

- Steam
- Epic Games Store
- Microsoft Store
- Itch.io
- Game Jolt
- Google Play Store
- Apple App Store
- Kongregate

3. The final product of our game should be uploaded and finalized to Github so that it can be viewed by others, and possibly used for assets or inspiration through downloading our Unity build

6.0 Known constraints to development

Game Engine:

- Since our company is unable to provide very many funds and resources for developing this game in a costly game engine provider, we will be solely using the Unity Game Engine due to its free licence agreements. Since we are a starter industry, we want to make a simple high-quality game that fits in an accessible scale. We want to be consistent with API and feature consistency, optimization, and rendering and graphic adaptations, within our game which will be challenging to handle for different platforms, since they behave differently. Unity is still a great choice however, due to its documentation, debugging, and their technical support.

Playable Platforms:

- As a team we will need to ensure that our game is cross-platform accessible. The Unity engine offers different ways to implement multiple platform support. Since we want to be able to reach as large of an audience as we can for our game, we want to be able to supply or game to at least three different systems. First this game will obviously be accessible via a PC. The PC port will be our mainstream platform for our game. There will be user who unfortunately, don't have access to this platform, so we also want to ensure we have a mobile port as well, since those can be more accessible. Lastly, for some experimentation aspects and to cover another demographic in gaming, we will also be looking into a VR port as well. First this game will obviiously

Resource Constraints:

- Constraints on resources like memory, storage, and processing power can affect the scope and complexity of our game in the Unity Engine. As a team we need to

be able to manage these resources efficiently to avoid performance issues or hangups in our development and ensure a smooth gaming experience for our users. We will want to be able to utilize different optimization techniques, profiling tools, and platform-specific optimizations.

7.0 Project Schedule

Date	Description
Feb. 15, 2024	SA Presentation
Feb. 22, 2024	Winning applicant notified and repository created
Feb. 29, 2024	Initial draft of game code should compile and run
March 8, 2024	Game code is functional for testing and quality assurance purposes
March 21, 2024	Game is nearly completed, still requires final touches
April 11, 2024	Final product due
May 2, 2024	Final Presentation

8.0 How To Submit Proposals

All proposals must be submitted in pdf format to Rebecca Smith, WeinerWare Entartaintment's Contract Coordinator at projectproposals@wwentertainment.com. You can contact her at (208) 456-7890 for any questions you may have about the process. All questions will be redistributed to all other applicants.

9.0 Dates

All proposals must be submitted by 11:59pm PST on February 15, 2024. Decisions will be made, and the winning applicant will be notified by 5:00pm PST February 22, 2024.

10.0 Glossary of terms

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

Term	Meaning
Checkpoint	A predetermined location on the world map that marks the end of a previous section of the world and the start of a new section of the world. A designated place where core player functions occur for growth, health checks, enemy count checks, and respawns.
Top-Down Design	Video game design where the camera looks down upon the player as the player traverses throughout the world.
Hub world	An overworld that is an area within a video game that interconnects all locations and/or levels