Project Skeever

Greyson Biggs

Seth King

Zachary Hale

Taylor Stewart

Max Icardo

Winston Oswald

Fiasco

Request for Proposal

Version 0.5

Document History

Version	When	Who	What
0.1	10/30	Greyson	Created
0.2	11/8	Seth	Drafted sections 1, 2, and 3
0.3	11/29	Greyson	Small edits, drafted sections 7, 8, and 9
0.4	11/29	Zachary	Drafted sections 4, 5 and 6
0.5	11/30	Taylor	Small edits, drafted section 10

Table of Contents

1.0 Problem description / opportunity / expression of need

With the rapid advance of video game engines, graphics, and host hardware throughout the past half-century, some game enthusiasts find that gaming culture moves quickly past the games to which they become attached. Many Baby Boomers, for example, look fondly on games like Pac-Man and Space Invaders, while Millennials tend to harbor positive feelings towards more recent video games such as the first generations of Pokémon games. In short, nostalgia constitutes a powerful force within the video game community, and we argue that by designing a new game with elements that resemble those of old video games, our team can leverage nostalgia to our marketing advantage.

Though nostalgia has consistently represented a powerful marketing tool, it has become ever more powerful throughout 2020, as the stress of a global pandemic, political strain, and civil unrest drive video game enthusiasts towards products that they find comforting. *Fiasco's* 2D top-down design, classically inspired music and sound effects, and island setting are all intended to cater towards these potential customers' sense of nostalgia and inspire sentiments of safety and comfort.

Put briefly, *Fiasco* is not intended to be an innovative product; rather, it is intended to capitalize upon the storm of nostalgia sweeping the video game market as millions of video game consumers turn towards classically inspired games to find a sense of comfort during trying times.

2.0 Project Objectives

Project Skeever is searching for a contractor to develop *Fiasco* to the highest professional standards, using Unity as the primary development platform. The successful proposal will provide plans to a reasonable level of detail that describe how the contractor will implement the following system features:
1. An aesthetically pleasing 2D isometric/top-down style built using a tilemap, reminiscent of classic pixel-art video games such as the early generations of the Pokémon series.
2. A bullet-hell combat style in which many enemies attack the hero at once.
3. A user interface to display the hero's score and remaining health.

4. Intuitive game menus that allow the user to read instructions, adjust volume, and select from a range of possible difficulties.
5. Several levels that together form a cohesive but non-intrusive storyline to give the users a sense of adventure.
6. An engaging combat system that allows the user to fight their way to a new high score as they progress through the game.

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

Various systems exist that share some, but not all, of the elements intended for *Fiasco.* For example, Edmund McMillan and Florian Himsl's 2011 game *The Binding of Isaac* represents an iconic example of a bullet-hell combat style. Other video games such as *Forager* and *Island Survival* feature a 2D, top-down design and adopt a tropical island as their setting. No one video game, however, combines all these elements. Therefore, we can conclude that the unique combination of features intended for *Fiasco* will make the product stand out in the video game market.

4.0   Intended users and their basic interaction with the system

Users could be in the client (your) organization or outside.
Users:
1. People who enjoy topdown shooters like Binding of Isaac.
2. People new to games.

Uses:
1. Providing a fun game that could be enjoyed by anyone.
2. Getting the high score.
3. Having a way to pass time.

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

List up to three.
1. The player's operating system.
2. The player's hardware.
3. Steam.

6.0   Known constraints to development

*List **up to** three.*
1. Complexity of code and design.
2. Time constraints and deadlines.
3. Difficulties with class structure of Unity.

7.0   Project Schedule

Date	Description
9/24/2020	Repository created
10/1/2020	Project compiles and runs skeleton code
10/8/2020	Initial test plans due
10/29/2020	Coding standards document complete
11/5/2020	User's manual complete
12/1/2020	RFP document complete and distributed
12/10/2020	Project demo
12/14/2020	Proposal submission deadline
12/17/2020	Proposal decisions made and applicants informed

8.0   Submitting Proposals, Questions, and Comments

Proposals should be emailed in PDF format, along with any questions or comments regarding the proposal process, to proposals@skeeversite.net. Questions and answers will be distributed to all applicants.

9.0 Proposal dates

Proposals must be submitted by 12:00PM PST, December 14, 2020. Decisions will be made and all applicants notified by 5:00PM PST, December 17, 2020.

10.0 Glossary of terms

Bullet Hell – A game with an overwhelming number of projectiles, which often move slowly and, in a pattern, forcing the player to dodge them
Steam - Digital distribution service created by Valve used to buy and sell video games
Tilemap – A pixel-art style which uses layered grids of pre-manufactured tiles to design a 2D environment
Topdown – A 2D art perspective which places the camera above and parallel to the ground. This term is often used to also represent the isometric Topdown perspective, in which the camera has a slight tilt, allowing the viewer to see the fronts and tops of objects.
Unity - Cross-Platform game engine, and developing software developed by Unity Technologies