6People Games

Tile Hero

Request for Proposal

Version 1.1

Document History

Version	When	Who	What
1.0	14/02/2022	Kaleb Browning, Oscar Michua-Zarate	Initial Drafting
1.1	18/02/2022	Kaleb Browning, Oscar Michua-Zarate	Final Drafting

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1.0   Problem description / opportunity / expression of need

The Video Gaming industry has grown by about 2.07 Trillion Dollars since 2016. Creating a game that is both interesting in initial concept and actual gameplay is something that is difficult, yet lucrative.

Tile Hero aims to provide both to the market. Derived from the ideas of classic tower defense games such as Bloons and Age of War, Tile Hero wants to turn that idea on its head. Utilizing a tile-based system, the player sets up the enemies, not the hero in order to create a sort of "dungeon" that the hero then runs through, attempting to gain as much loot and gold on the way.

Utilizing a similar aesthetic to Dungeons and Dragon, and our desire for a pixel art style makes this a game that not only appeals to those interested in the arcade play style of Bloons but also to the tabletop RPG gamers who enjoy creating challenges and experimenting with enemies. Moreover, its art style will also draw in the single largest audience for games: the indie gamers.

The pixel art style and smaller nature of the game makes it a prime target for indie game consumers as the game should be small, playable on almost any device someone could have, and ultimately not be too much of a time or emotional commitment, making it a great game to play on the go or when you want to waste five minutes. This makes a target price point of less than $8.00 USD more appealing.
Overall, given the meteoric rise of the industry, especially the indie game market, Tile Hero hopes to provide a lucrative opportunity for businesses invested in the game as well as an enticing purchase for potential customers

2.0   Project Objectives

The object of the game is to have your Hero NPC to get to the finish tile without dying and getting as many points as possible before finishing the game.

This game should include the following:
- Automatic npc movement
  - Hero NPC
    - Health
    - Attack damage
  - Enemy NPC
    - Health
    - Attack damage
- Menu/UI
  - Show health of NPC's
  - Pause Screen
  - Menu Screen
- Audio
  - Combat Audio
- Tile Levels
  - 2D map view
  - 2D NPC's

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

When looking at our game there are several clear inspirations for the concept of Tile Hero. First and foremost would be Ninja Kiwi's smash hit Bloons Tower Defense, in which the player places their towers to defend the Bloons. This game inspired the idea of t=the differing tile placements that the player will make within the game.

Another inspiration would be the games Loop Hero as well as Vampire Survivors. Loop Hero inspires the idea that the game is supposed to be replayable as well as a more high-score based game rather than a story based game as well as giving the inspiration for the Name of the game. Vampire survivors inspired the idea of picking up items as well as gaining abilities.

4.0   Intended users and their basic interaction with the system

Our game plans to appeal to many types of gamers. With a hopeful mobile release alongside the main release on PC, we hope to hit fans of strategy, tower defense, and ,especially on mobile, idle game fans. with that the main breakdown of our intended audience is as follows:

- 16-28 years old
- interest in Dungeons and Dragons or other rpg style games with similar aesthetics
- people interested in tower defense games
- anyone with 5-10 minutes to play a small game

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

Games can be downloaded from such platforms:

- Google Play Store
- Apple Play Store
- Steam
- GOG

6.0   Known constraints to development

- Constrained time limit
- Lack of experience in our developing team
- Lack of funding; not able to hire specialists for specific tasks
- Must be developed in Unity for upkeep after release as our offices already are licensed and configured for unity development

7.0 Project Schedule

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

Dates:	Descriptions:
January 28, 2022	Code Repository is chosen and submitted Directory Structure Defined
February 17, 2022	System analysis demo
February 27, 2022	Minimum Demonstrable Product
April 12, 2022	Final Product Due
May 5, 2022	Final Presentation

8.0 How To Submit Proposals

For all proposals, please have them formatted in pdf, and send them to Guy Incognito, our Contract Coordinator at business@6people.com. Guy Incognito is able to be directly contacted at (208) 123-4567 for any and all questions. All questions that are answered will be distributed to all applicants as questions are answered.

9.0   Dates

All proposals must be submitted to Guy Incognito by 11:59pm PST on February 19th, 2022. Decisions for the proposals will be determined by 1:00pm on February 26th, 2022. All applicants will be notified at that time for the final decision.

10.0 Glossary of terms

- Dungeons and Dragons
  - the world's most popular tabletop Role Playing Game, which often uses a medieval fantasy style aesthetic and art style within the game books
- Idle Game
  - a game in which the player can leave and the game "plays itself" in their absence
- Indie Game
  - Short for independent game, Indie games are created by smaller groups of people (or even just one or two) without the financial aid of large publishers (AAA studios).
- NPC
  - Non-player character, a character that the player of the game does not control
- Tower Defense Game
  - A game in which defensive units (towers) are placed on a map and defend some point from enemy destruction and/or infiltration.

*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.