



Team Nautilus

**The Shipwreck
Protocol**
Request for
Proposal V1.0

Document History

Version	When	Who	What
1.0	Sept 13, 2024	Kenny Kline Davin Lewis Alice Miller Ben Bonus Shawn Young Sam Robinson	Initial Draft

Table of Contents

- 1) Problem description
- 2) Project Objectives
- 3) Current Systems(s) - if any or similar systems
- 4) Intended users and interaction with the system
- 5) Known interactions with other systems inside/outside the client organization
- 6) Known constraints to development
- 7) Project schedule
- 8) How to submit proposals
- 9) Dates
- 10) Glossary of terms

1) Problem description

There is a definite niche in the video game market for metroidvania games. We intend to fill that niche with a new and creative video game, *The Shipwreck Protocol*. The market for these types of games is evidenced by the popularity of other games in the genre, such as *Hollow Knight*, or *Ori and the Blind Forest*. We aim to provide a game that is engaging and entertaining. Players who have played and enjoyed other games in the genre will want to have a fresh experience with a new story, rather than replay a game they have already won. We can provide a new story, filling that market for new games.

2) Project Objectives

The goal of this project is to create an engaging 2D Metroidvania video game. The map will be an open world, set in the context of a spaceship which has crashed into the ocean. There will be parts of the map submerged in water, which will have different movement behavior and different enemies. The main mechanics of the game will involve fighting enemies, solving puzzles, and collecting items to help the player reach the end of the game. The game will end when the player manages to collect the items required to repair the spaceship's escape pod.

The game should include:

- Player with several movement options
- Enemies of varying types (as well as bosses)

- Many Collectable Items
- Menu/UI
- Audio
- Open world map with different sections

3) **Current Systems(s)** - if any or similar systems

The metroidvania genre is a very popular type of video game. Some examples would be games such as *Metroid*, *Hollow Knight*, or *Ori and the Blind Forest*. The popularity of these games shows a high demand for this genre, and each game has a specific experience that contributes to it being a successful product.

Hollow Knight

Hollow Knight is a metroidvania game with an extensive open world and a unique art style. The player plays as a small knight in a hostile world full of powerful boss enemies. The player must collect tools and items from around the map, and defeat bosses which block the way to exploration. As the player gains experience and items, they are able access more and more of the map to eventually reach the end.

Key Features:

- Difficult but winnable boss fights
- Story-based
- Extensive map
- Many unique boss fights

- Collectible weapons and items found across the game
- Enemies block the way to items which you need, requiring you to fight the bosses

4) Intended users and interaction with the system

Users: Our intended user is a gamer looking for a unique and engaging video game. The game should be easily accessible to beginners, but still interesting to advanced gamers.

Uses: The interaction with our system will involve the following:

- Installation
- Launching the game
- Playing the game by exploring and fighting enemies

5) Known interactions with other systems inside/outside the client organization

- Google Play
- Apple App Store
- Steam

6) Known constraints to development

- Limited time
- Limited funding
- Must use Unity as the game engine

- Lack of experience; Time needed to learn
- Limited hardware (laptops)
- Small team size

7) Project schedule

Date	Description
September 19	SA Demos
September 26	Minimum viable product should compile and run
October 3	Initial draft of the code should compile and run
October 6	Have two compile paths (production and testing) working
October 16	Have a basic working game, but missing some features
November 20	Final product due
December 5	Final presentation of product

8) How to submit proposals

Send proposals via email to the contracting department at Nautilus Gaming, reachable at the address contracting@nautilusgames.com. For any questions about the project, contact Marty McFly at (123)123-1234. All questions concerning this project will be copied and the answer will be sent to all applicants.

9) Dates

Submit all proposals by 12:00pm PST on September 19, 2024. The decision will be made and all applicants will be notified by 10:00pm PST on September 26, 2024.

10)Glossary of terms

Term	Definition
Metroidvania	A subgenre of action-adventure and/or platformer games focused on guided non-linearity and utility-gated exploration and progression.
Open world	A type of game in which players can move freely around the virtual environment and achieve objectives with relative autonomy.
Collectible Item	An object in the virtual environment that is able to be taken and kept by the player.
Unity	A cross-platform game engine developed in 2005.