Studio BlueBox

Existential

Request for Proposal

Version 1.0

Document History

Version	When	Who	What
1.0	02/09/2020	Isabel Sydney Victoria Samantha Taegan Ronnie	Initial Drafting

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1.0 Problem description

Retro games have always had a central spot on the mantle of all-time video game genres. Many tell a story and provided a learning experience through expanding on abstract concepts. Existential brings to light the uncomfortable concept of life after death and the process of grief. In today's society, we avoid confronting the topic of death because we often associate death with tragedy and sadness. While these feelings are completely acceptable, Existential aims to highlight grief and provide depth into the process of acceptance. Death is natural and a fundamental end to life, and we would like to provide a different perspective on life and death.

2.0 Project Objectives

- Games for non-gamers: Many games that are available today are very intense and fast-paced for the average non-gamer. Instead, Existential would be a thought-provoking game where players could go through a story at their own pace.
- Games with the theme of grief: Grief is potentially something everyone experiences, so, Existential could help players understand the process of grief in a non-traditional way.
- Bring back retro style gaming: Retro gaming is also easier to look at for non-gamers. Many games involved a realistic, 3D view which can take away from the storyline.

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

Existential is Studio BlueBox's first game; therefore, there are no current systems being used. However, there exists current games made by other studios that have inspired the systems we wish to incorporate into Existential.

- Gone Home by Fullbright
  - A 1st person walking simulator that expresses its story through its environment and object interaction.
  - Studio BlueBox wants to express the story in a similar manner. Through the environment and NPC interaction.
- The Legend of Zelda: Link's Awakening (1993) by Nintendo EAD
  - A 2D top-down action-adventure game.

        - Studio BlueBox wants to have the gameplay expressed through a 2D top-down perspective as well.
    - 2D Game Kit Tutorial by Unity Technologies
        - Explained how to do scene transitions through object interaction.
        - Specifically, doing scene transitions by standing in a boundary and executing a key prompt to change the player's location or scene.
        - Studio BlueBox wants to implement a similar scene transition system with signposts found within each area. The player interacts with these signposts to go to an adjacent area in regard to the map.
    - Fallout 4 by Bethesda
        - Incorporates a currency system of bottle caps that the player finds in the environment and spends in the game world.
        - Studio Bluebox want to have a currency system in the game where the player collects coins found in the environment to be spent in the world.

4.0 Intended users and their basic interaction with the system

Studio BlueBox has listed the following intended users and their basic interactions with the game:

Users

- Retro game enthusiast of all ages. Dark themes exist and recommended to

Uses

- Comforting perspective on life and death
- Escapism in a dystopian world
- Retro game throw back
- Modern look on older story-based games

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

Studio BlueBox uses the following systems for development outside of the client organization:

- Github - website to upload, update, and edit code collectively
- Musicians - people to help create soundtracks for the game
- Unity - platform to develop the 2D game.
- Pixilart - platform used to create the 2D game art.

6.0 Known constraints to development

Studio BlueBox has recognized the following constraints to development:

- Time involved in creating graphics and map
- Connecting the story development to game structure
- Creating save files for players to return to previous game

7.0 Project Schedule

Date	Description
Weekly Sunday Meetings at 12 p.m.	Team Management
Weekly Wednesday Meetings at 7 p.m.	Game Development Updates
February 11th, 2020	Start Request for Proposals
February 17th, 2020	Finish Request for Proposals
February 18th, 2020	Class diagram, Sequence Diagram and Gantt timeline
February 25th, 2020	Initial level finish
February 27th, 2020	Initial running code Due
March 10th, 2020	Story Design Finish
March 24th, 2020	Finish Game Mechanics
April 2nd, 2020	Quality Testing
April 30th, 2020	Initial Release of Game

8.0 How To Submit Proposals

Link to OneDrive for Submission

Please use the link above to electronically submit your proposals. If there are any changes made to your proposal, please re-submit the proposal with the changes reflected and change the file name to reflect the change in version. Please name the final proposal accordingly, so the proper proposal is reviewed.

i.e. ProposalVersion1.docx
and ProposalVersionFinal.docx

9.0 Dates

The deadline for the submission is Monday, February 17th and respondents will be notified on Tuesday, February 18th following a winner being chosen. Winners will be notified via the email address listed on their proposal submission. If a winner is chosen and can no longer complete the proposal the runner up will then be contacted.

10.0 Glossary of terms

- Class Diagram: A diagram (usually in Unified Modeling Language) that depicts a system structure by defining the classes involved: including all attributes, operations, and relationships to other objects.
- Gantt Timeline: A chart which outlines the duration and dependencies of project tasks.
- NPC: non-player character.
- Sequence Diagram: An overview of object interactions in the correct chronological order to carry out the functionality of a specific scenario.