SuperNova Games

'InBetween' Video Game Creation and Development

Request for Proposal

Version 1.0

Document History:

Version	Date	Authors	Description
1.0	01/31/2025	Uday Singh, Braydyn Proctor, Tavin Yorgason, Dax Collins, Zachary Haynie, Gabriel Roy, Liam Garner	Initial draft of the RFP document.

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1.0 Introduction:

SuperNova Games is seeking proposals from qualified video game development teams to create a fully functional, high-quality, and engaging video game. The proposed game will feature cutting-edge graphics, gameplay mechanics, and immersive user experiences. This

RFP outlines the expectations, requirements, and evaluation criteria for the game development process.

2.0 Project Overview:

We are developing an **arcade** game that will provide **boss fights, player controls and attacks, enemies, upgrade system/ menu, artwork, BC Mode, dungeon rooms and generations, user interface and game cutscenes**. The game will be available on platforms such as PC, and we seek a development team that can help bring this vision to life. The game should feature all the above-mentioned features, a compelling storyline, and an interactive gameplay experience that appeals to a wide range of players.

3.0 Objectives and Goals:

The primary objectives for this project are:

- **Create Engaging Gameplay:** Design and develop an innovative and enjoyable gameplay experience that keeps players engaged over time.
- **High-Quality/ Average-Quality Graphics and Art Design:** Develop stunning, realistic visuals that enhance the immersive experience.
- **Cross-Platform Compatibility:** (Just an idea, we can discuss it.)
- **Multiplayer Capabilities:** (Just an idea, we can discuss it.)
- **Game Progression and Replayability:** Develop an engaging progression system and ensure high replay value through dynamic content and game modes.
- **User Interface (UI) and User Experience (UX):** Build an intuitive, responsive, and visually appealing interface that enhances player interaction and ease of use.

4.0 Scope of Work:
The scope of work for this project includes:
- **Game Design**: Create detailed game mechanics, levels, characters, and storyline.
- **Game Development**: Code and implement game features, mechanics, multiplayer functions (just an idea), and ensure optimal performance across platforms (just an idea).

- **Graphics and Sound Design**: Develop high-quality/ average-quality 2D models, animations, textures, sound effects, and music to create an immersive environment.
- **User Interface (UI)**: Design menus, controls, HUD, and ensure accessibility options are considered.
- **Quality Assurance (QA)**: Conduct extensive testing, debugging, and optimization to ensure the game meets performance standards.
- **Release and Post-launch Support**: Assist with the release process and provide ongoing support for updates, bug fixes, and potential expansions.

5.0 Target Audience and User Interaction:

The game will primarily target players aged 12-35, with a mix of casual and dedicated gamers. We envision the game appealing to fans of **The Binding of Issac**, and it will feature rogue-like elements. Players will interact with the game using keyboard and mouse, and the game will have both single-player and multiplayer modes (just an idea).

6.0 Project Requirements and Constraints:

- **Technical Requirements**: The game must be built using **Unity Gaming Engine**, supporting **720p60/1080p60 resolution**, and compatible with platforms like **PC**.
- **Gameplay Requirements**: The game should feature unique mechanics, multiplayer mode (just an idea), and other features.
- **Performance**: The game should be optimized for seamless performance, with a target frame rate of _____ FPS across all platforms.
- **Art Direction**: The art style should align with _____ genre, with an emphasis on_____ (realism, fantasy, abstract, etc).
- **Time Constraints**: The development timeline should adhere to milestones, with a goal for initial release by _____(date).

7.0 Deliverables and Milestones:

The project will follow these major milestones:

1. **Concept Phase**:
   a. Deliverables: Game concept, design document, and initial art prototypes.
   b. Deadline:
2. **Pre-production Phase**:
   a. Deliverables: Detailed game design, storyline, UI mockups.

      b.   Deadline:

3. **Development Phase**:
   a. Deliverables: Alpha version of the game, fully developed mechanics, level prototypes.
   b. Deadline:
4. **Testing Phase**:
   a. Deliverables: Beta version, bug reports, and performance optimization.
   b. Deadline:
5. **Launch Phase**:
   a. Deliverables: Final version of the game, post-launch support plan.
   b. Deadline:
6. **Post-Launch Support**:
   a. Deliverables: Game patches, updates, and expansions.
   b. Deadline: Ongoing post-launch.

8.0 Proposal Submission Guidelines:

To submit a proposal, please include the following documents:

1. **Proposal Document**: A detailed breakdown of your approach to the project, including timelines, deliverables, and pricing structure.
2. **Portfolio/Case Studies**: Examples of previous work, particularly related to game development.
3. **Team Composition**: Details of the team members, including their roles and experience.
4. **Project Plan**: A Gantt chart or other scheduling tools to outline the development timeline and milestones.

Please submit all proposals by **uploading them on Class Project GitHub repository**.

9.0 Timeline and Key Dates:

- **Proposal Submission Deadline**:
- **Proposal Review Period**:
- **Final Selection and Awarding of Contract**:
- **Project Start Date**:
- **Beta Version Completion**:

- **Game Release Date**:

10.0 Evaluation Criteria

Proposals will be evaluated based on the following criteria:

- **Relevant Experience**: Proven expertise in video game development, especially in the genre and platform(s) requested.
- **Creativity**: Innovative approach to game design and unique gameplay mechanics.
- **Project Understanding**: Clear understanding of the project's objectives and deliverables.
- **Team Expertise**: Skills and experience of the development team.
- **Pricing and Timeline**: Competitive pricing structure and adherence to deadlines.

11.0 Glossary of Terms:
- **Game Engine**: The software framework used to create and develop video games (Unity Engine).
- **Alpha/Beta Testing**: Stages in the development process where the game is tested by a selected group of users for feedback and bug reporting.
- **Multiplayer**: A game mode that allows multiple players to play simultaneously, either cooperatively or competitively.
- **UI/UX**: User Interface and User Experience design that focuses on optimizing the game's interface for ease of use.

References:

Dr. BC's slides