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*Unex Inc.*

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Cyberjunk 2020

Request for Proposal

Version 1.0

Document History

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| --- | --- | --- | --- |
| *Version* | *When* | *Who* | *What* |
| 1.0 | 2/20/2021 | Tony Velasco | Initial Draft |
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11. Opportunity Description

The goal of this project is to create a 2-D top-down bullet hell game loosely inspired by the 2021 hit video game Cyberpunk 2077, as well as the 2014 blockbuster film John Wick, starring Keanu Reeves. The game will consist of a set of levels the player must travel through, all the while gunning down his foes. Cyberjunk 2020 will be story-driven, with a heart-wrenching introduction taking place in the opening scene of the game, setting the tone for the remainder of the story. As the player progresses through the stages, the narrative will develop and reach an epic conclusion. This project presents an excellent opportunity to produce a dynamic, compelling, and addictive gaming experience.

1. Project Objectives

Unex Inc. is seeking an experienced individual or team to design and develop a single player 2D top-down bullet hell game titled Cyberjunk 2020. The narrative shall be loosely based on the story line of the aforementioned film John Wick, with inspiration for art and setting being drawn from the previously mentioned video game Cyberpunk 2077.

Features for the game must include the following:

* 2D pixel artwork for level design implementation, sprite creation, and weapon/ammunition effects.
* Weapon effects
  + Switching, dropping, picking up weapons and ammo
  + Unique weapon effects for special weapons
* Currency
  + Enemy currency drops
  + In game currency tracker and shops where player may spend their currency for upgrades
* Enemy generation
  + Enemies should have varying difficulties depending on stage in the game.
* Boss fights
  + At the end of every stage, the player should encounter increasingly difficult battles with special/unique enemies known as bosses.
    - The boss fights should coincide with the overarching narrative of the game.
* Save points/Waypoints
  + Players should arrive at a safe area where they can save their progress and purchase upgrades and healing items to aid them as the difficulty increases

1. Similar Projects

**Enter the Gungeon**

Released in April of 2016, Enter the Gungeon is a popular bullet hell dungeon crawler game similar to what we envision for Cyberjunk 2020. Its unique and chaotic nature offers players a challenging and exciting experience that is hard to put down. The fast-paced combat provides a unique thrill that leaves keeps players engaged and determined to reach the end. One of the most unique elements of this game is the expansive collection of weapons that users can find. The folks at Dodge Roll and Devolver Digital, the development teams behind Gungeon, hit a creative home run with their design and implementation of the weapons systems featured in the game.

1. Intended users and their basic interaction with the system

Users:

* Fans of fast-paced bullet hell style games are the target users for this project.

User Interaction:

* Keyboard and mouse to control character movement, aim and fire weapons.
* Practice and advance further into the game to unlock more powerful weapons and fight tougher foes.

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

* User’s local machine will be the only system interacting with this project.
* Subject to change as the project progresses.

1. Known constraints to development

* Due to the desired chaotic nature of gameplay, code optimization will be of a high degree of importance to this project.
* If working with a development team, care should be taken to ensure that team members are able to collaborate effectively and efficiently without overwriting one another’s work.

1. Project Schedule

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Task Length** | **Objective** | **Status** |
| 1/30/21 | 5 hrs. | Organize team resources; create GitHub repository and google drive folder for code and company info, design company logo. | Completed |
| 2/16/21 | 5 hrs. | Draft storyboard |  |
| 2/17/21 | 4 hrs. | Define global use case |  |
| 2/18/21 | 4 hrs. | Individual use case diagrams |  |
| 2/19/21 | 4 hrs. | Context diagram |  |
| 2/20/21 | 5 hrs. | Draft initial version of RFP |  |
| 2/23/21 | 20 min. | Systems Analysis Presentation |  |
| 2/24/21 | 4 hrs. | Individual champion documents |  |
| 2/25/21 | 10 hrs. | Minimum viable product (playable game) |  |
| 3/15/21 | 10 hrs. | Individual feature implementations |  |
| 4/05/21 | 10 hrs. | Code review, revisions, optimizations |  |
| 5/01/21 | 10 hrs. | Complete game, prepare for live demo |  |
| 5/05/21 | 1 hr. | Final demo of complete game |  |

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| 10.0 Glossary of terms |

**2-D** – two-dimensional

**Top-down** – Style of video game in which the user has a bird’s-eye view of the characters in the game. The game camera angle is from a perspective that’s facing downward while following the player.

**Single-player** – computer video game in which only one user is able to play on a computer system running the game

**Bullet hell** – computer video game in which the main gameplay consists of having to dodge constant waves of enemy bullets.

**Dungeon crawler** – style of video game featuring virtual dungeon-like rooms that players can explore and fight enemies in. Rewards for exploration are guaranteed.

**Sprite** **–** a two-dimensional bit map, or mapping of pixels, used in computer graphics, particularly in 2D video games.