

Alpine Chronicles

Request for Proposal  
Version 1.0

Document History

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| Version | When | Who | What |
| 1.0 | 02/14/2022 | Joseph, Josie, Gus, Toby, Eric, Riley, Sophia | Initial Drafting |
| 1.1 | 02/16/2022 | Joseph, Josie, Gus, Toby, Eric, Riley, Sophia | Finish Drafting |

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According to Steam, there are over 300,000 daily players that play the indie video game Stardew Valley. It is a very popular game that has sold over 15 million copies with over 2 million dollars in revenue.

Given the current popularity in independently developed(indie) video games our company Alpine Computing, is looking to make a profitable indie game in the top-down format, similar to the original Stardew Valley game. Our unique game will provide the player with plenty of dungeons to plunder, and plenty of bugs and small animals to overcome. We believe our Unity developed game will be in high demand and turn exceedingly high profits.

1. Project Objectives

Develop a modern take on retro game design to modernize and improve upon similar predecessors in the genre. As well as bring quality entertainment to the consumer.

The features should include encapsulating and engaging gameplay for the player, such as:

* + Fun and innovative combat mechanics
    - Combat is threatening, but not tedious
    - Different enemy types attack the player in different ways
    - Predictability allows the player to “outsmart” enemies
  + Efficient and manageable inventory system
    - User interface is clean, and easily navigable
    - Item management is simple and effective
  + Rich, immersive and engaging level design
    - Each level has a distinct atmosphere and aesthetic
    - Puzzle systems help the player unlock new areas

Each of these features are important because they each participate together to achieve the main goal of the Project. Engaging gameplay from combat and enemies, encapsulating gameplay from an efficient inventory system, and rich level design to add signature quality entertainment.

1. Current system(s) – if any / similar systems

Harvest Moon:

Harvest Moon is a farming simulation, role-playing game first released in North America in 1997, that is in a pixelated graphic style. A player can wander around the world, and it is a top-down game. The player can interact with non-player characters (NPCs), as well as items and objects around the map. There is an adventure aspect, as you follow the plot of the game to find Sprites and rebuild the town. The player has a certain number of lives, and there is non-real time track of the day, time, year, and season on screen.

Legend of Zelda:

Legend of Zelda is an open-world adventure game originally released by Nintendo in 1986. The player wanders the world progressing through a story line, engaging in battles, interacting with NPCs, and collecting items. There are battles in this game, a difference between Legend of Zelda and Harvest Moon. The player has a certain number of lives in this game.

1. Intended users and their basic interaction with the system

Our game is for everyone ages 7+. We want all our users to have an exciting, and challenging experience progressing through dungeons, obliterating monsters, and achieving success.

Users:

1.) Anyone who likes single player indie games.

Uses:

1.) Mouse and Keyboard to control the Character.

2.) Get more coins/items and kill bosses.

3.) Have an enjoyable entertaining experience.

4.) Obtain wealth/riches and the best high score.

1. Known interactions with other systems within or outside of the client organization.
   * Google Play
   * Steam
   * Apple App Store
2. Known constraints to development
   * Time is a constraint, as our team is limited to a 14-week development lifetime.
   * We have limited funding and are not able to put any personal funds towards the development of this game.
   * Resources are a constraint, as most of our team lack desktops and rely on lower-powered laptops.

1. Project Schedule

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| --- | --- |
| Date | Description |
| February 16, 2022 | Final day for proposals |
| February 17, 2022 | Proposal review, choice of applicant, and Systems Analysis presentation |
| February 24, 2022 | Minimum viable product |
| April 16, 2022 | Final Product Due |
| May 5, 2022 | Final Demo and launch |

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| 8.0 | How To Submit Proposals |
|  | Email proposals in pdf format to [proposals@alpinecomputing.com](mailto:proposals@alpinecomputing.com). For any questions feel free to [contact us](https://alpinecomputing/contact). |
| 9.0 | Dates |
|  | Proposals must be submitted by 23:59 PST on February 16th to be considered. Decisions will be posted, and participants notified at 06:00 PST on February 17th. |
| 10.0 Glossary of terms | |

Pixelated Graphic Style: A form of digital art wherein images are created and edited at the pixel level using a graphics editing software or designed to emulate that art style.

Minimum Viable Product: A working project that looks vaguely like a game.