

Make It Awesome

Doon

Request for Proposal  
Version 1.0

Document History

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| --- | --- | --- | --- |
| Version | When | Who | What |
| 1.0 | Date | Joseph, Andreas, Elizabeth, Amara, Nate, Caden | Initial Drafting |
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11. Problem description / opportunity / expression of need

In the wake of the popular movie series “Dune”, a need for a high-quality platformer video game to allow fans to immerse themselves in the fantasy world has become apparent. Given the huge success of “Dune”, a video game tying into the core events of the films will ensure success and ample returns of investments. The goal of the proposed platformer game “Doon” will be for the user to navigate the user through the challengers seen in the film. With simple but enjoyable tasks including desert survival, worm riding, and fighting Feyd-Rautha users are destined to return to relive Paul Atreides life on Arrakis.

1. Project Objectives

The objective is to create a 2d action-adventure role-playing game based on the blockbuster hit movie Dune. Based on this film's massive success, we believe our video game will be a hit with gamers from Arrakis. We aim to have 3 main stages of our game. The player will start out stranded in the desert of Arrakis where they must learn the way of the desert people and collect the pieces to their still-suit in order to progress to the next stage; Taming Shai-Hulud. The player will wrestle with the ancient beast of this desert planet while fighting off Harkonnens dressed in Sardaukar garb. If successful, the player will progress to the third and final stage. Facing Feyd-Rautha in a battle to the death. And thus completes the Doon video game.

These are the specific project objectives

* Player
  + The player shall be able to navigate, move/jump around the first stage.
  + The player shall be able to maneuver the worm in the second stage moving up and down and avoiding enemy projectiles.
  + The player shall be able to interact with enemies and die/be killed.
  + The player may be able to use advanced combat controls for the third and final stage.
* Interactable items
  + There shall be collectible items for the player to collect inside the first stage
  + Gameplay shall be modified by these collectibles
* Enemies
  + Enemies shall be placed throughout the first and second stage
  + A final boss shall be placed in the final stage
  + The enemies shall have the ability to kill and be killed by the player
  + The enemies shall have different behavior based on their unique type
* Menu/HUD
  + There shall be a main menu on game launch
  + There shall be the ability to pause the game and a way to return to the main menu, restart the level and adjust the volume
  + There shall be a HUD that displays the players health/stamina and the current level progress, unique to each level.
* Audio
  + Background music associated with level theme
  + Sound effects for player and enemy actions

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

There are many adventure games that have become popular in recent years, each with their own unique twist on the genre. Some examples of well-known adventure games include Metroid, Pokémon, The Legend of Zelda, and Skyrim.

Metroid

Metroid is a series of games that involve exploring different levels while collecting items and fighting enemies. The first game was released in 1986, and the most recent entry in the franchise was released in 2021. Our game shall utilize a similar gameplay loop while having a unique theme and levels.

Pokémon

A popular game franchise which is a well-known staple of the adventure genre. It entails exploring different regions. The first game was released for the Game Boy in 1996 and has been releasing new games ever since. The older games use a top-down 2D style to explore detailed environments. We were inspired by this style of top-down world design.

1. Intended users and their basic interaction with the system

**Users:**

* Anyone who watched and enjoyed the Dune Movie
* Current CS383 and CS210 students at the University of Idaho
* Users who enjoy an adventure and story-driven game
* Players that want to ride a worm.

**Uses:**

* Easy controls for the Playable character whether on Mobile or Keyboard.
* Recreate the world of Dune to experience a unique new story set in Arrakis.
* Provide a multi-leveled game that provides unique gameplay
* Platformer to Collect Items
* Worm-riding while avoiding obstacles
* 2D Fighter-style level

1. Known interactions with other systems within or outside of the client organization.
2. The game should be built and run through Unity.
3. The game will be distributed on multiple platforms such as:

* Steam
* Google Play Store
* Epic Games Store

1. Interact and run with the user’s computer or mobile device to display graphics and play sound.
2. Known constraints to development

The proposed video game, Doon, must be:

* Developed in Unity.
* Able to be used on multiple different operating systems.
* Completed by December 5th, 2024.
* Completed under the predetermined budget.
* Completed with minimal errors and bugs.

1. Project Schedule

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| --- | --- |
| 9/15 | Proposal Submissions are Due |
| 9/16 | Repository and Pipeline Created |
| 9/19 | Development Kickoff and Storyboard Created |
| 9/26 | Working Minimum Viable Project (MVP) FInished |
| 10/3 | First Level Completed |
| 10/10 | User Interface and Controls Finalized |
| 10/17 | Core Gameplay Mechanics Implemented |
| 10/24 | Antagonists Implemented |
| 10/31 | Audio and Visual Effects Added |
| 11/7 | Multiple Levels Implemented |
| 11/14 | Performance Optimization |
| 11/21 | Security Audit Conducted |
| 11/28 | Launch Beta |
| 12/2 | Hardening and Bug Fixes |
| 12/5 | Demo |

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| 8.0 | How To Submit Proposals |
|  | All proposals must be submitted via email to dopey-02.flags@icloud.com by the deadline specified in this RFP. Please ensure the following:     * Attach all required documents in PDF format. * Use the subject line: Make It Awesome - Proposal Submission. * Include a brief cover letter in the body of the email. * Confirm receipt of submission within 24 hours.     Late submissions or those sent to an incorrect email address will not be considered. |
| 9.0 | Dates |
|  | * Submission Deadline: September 15, 2024, 11:59 PM PST * Proposal Review Period: September 16-22, 2024 * Winner Notification: September 23, 2024   All proposals must be received by the submission deadline. Late submissions will not be considered. The selected vendor will be notified via email. |
| 10.0 Glossary of terms | |

Terms that are meaningful to your client group but might not be understood by someone outside your group.

\*Note: Remember that “system” means product, service, and/or system your group would like to see created, built, upgraded, and/or changed. It is a broad term.

* **Antagonists**: Enemies or obstacles in the game that the player must overcome.
* Atreides: Protagonist family in Dune.
* Feyd-Rauth: Antagonist in Dune: Part 2.
* **Performance Optimization**: Improving the speed and efficiency of the codebase.
* **MVP**: Minimum Viable Product, a version of the product with just enough features to be usable by early adopters
* Paul Atreides: Main character/ protagonist in Dune.
* **Pipeline**: A series of automated steps that code changes go through before being deployed to production.
* **Repository**: A storage location for code, often using a version control system like Git.
* **Security Audit**: A review of the codebase to identify and fix security vulnerabilities