
Studio:

# Midnight Pineapple

**Fruit of the Witch**
Request for Proposal
Version 1.0

# Document History

| Version | When | Who | What |
|---|---|---|---|
| 1.0 | 01/30/2026 | Brandon Lunney | Initial Document Structure Drafting |
| 1.0 | 02/02/2026 | Lainey Brekken | "**Problem Description**" Draft |
| 1.0 | 02/03/2026 | Brandon Lunney | Draft "**Project Schedule**" & "**Dates**" |
| 1.0 | 02/04/2026 | Brandon Lunney | Final Draft of "**Project Schedule**", "**Dates**", & "**How to Submit**" |
| 1.0 | 02/04/2026 | Asim | Final Draft of "**Current System(s)**" |
| 1.0 | 02/05/2026 | Brandon Lunney | Draft "**Project Objectives**" |
| 1.0 | 02/05/2026 | Swikriti | Final Draft "**Intended Users & Their Interactions"** |
| 1.0 | 02/11/2026 | Lainey Brekken | "**Project Objectives**" |
| 1.0 | 02/14/2026 | Lainey Brekken | **"Problem Description"** and "**Project Objectives"** |
| 1.0 | 02/14/2026 | Abdullah | "**Known Constraints to Development"** |
| 1.0 | 02/14/2026 | Nastia Kossiak | Final Draft **"Known Interactions With Other Systems"** |
| 1.0 | 02/14/2026 | Nastia Kossiak | Modified "**Current System(s)**" descriptions |
| 1.0 | 02/14/2026 | Lainey Brekken | Final Draft "**Glossary of Terms**" |
| 1.0 | 02/14/2026 | Nastia Kossiak | Full RFP review: General formatting & spelling/grammar corrections |

# Table of Contents:

# 1.0 Problem Description (Expression of Need)

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In the current gaming industry the market is increasingly dominated by multiplayer, competitive and live-service games. While these games have achieved commercial success, they have contributed to a decline in story-driven experiences. Players seeking story focused gameplay with clear story progression often find limited options within the market.

Additionally, Many 2D games are designed with repetitive mechanics and predictable design. There is an opportunity to reintroduce an engaging story within the 2D genre while blending multiple gameplay mechanics to create a fresh experience for the player.

Midnight Pineapple seeks to address this by developing a story-driven, 2D top-down game that integrates stealth, puzzle-solving, and action mechanics into a cohesive gameplay loop. Through this project, the company aims to demonstrate that narrative-focused games can remain innovative, accessible, and commercially viable within the current market.

# 2.0 Project Objectives

Midnight Pineapple will create a 2D top-down video game for the Windows platform using the game engine Unity 6.3. This unique game experience will blend the strengths of three game genres: the tension of stealth games, critical thinking of puzzle games, and the quick response engagement of action games.The game will prioritize a strong atmosphere and a cohesive storytelling paired with these intentional mechanics, delivering immersive experiences without requiring large-scale production budgets. In doing so, the videogame will have a feel that is familiar enough to not alienate players, while introducing a freshness that will make the game stand out in the 2D market.

## Features will include:

1. A three leveled game structure that supports the narrative progression using distinct levels and difficulty mechanical progression.
2. A gameplay system that combines stealth, light combat, and puzzle-solving into a cohesive player experience.
3. A multilayered stealth system that allows the player to approach encounters strategically.
4. An intuitive and simple combat mechanic prioritizing player engagement.
5. Puzzles that support story advancement rather than interrupt gameplay flow.
6. A HUD that displays the players health, a detection meter, and final boss's health bar.
7. Streamlined user interface allowing players to view keybinds and audio settings
8. Consumables that will add up to the way the player approaches level progression, and a pineapple collectible for the player to interact with.

# 3.0 Current System(s)

As several games in the market share similarities in terms of game features, our key inspirations for this project are:

## Little Nightmares:

*Little Nightmares* is a platform horror adventure game developed by Tarsier Studio and published by Bandai Namco Entertainment. The stealth components and environment that we have decided for our game is inspired by *Little Nightmares*. The game stands out for its atmospheric storytelling and its ability to evoke strong emotional responses without explicit exposition. Our game features stealth mechanics, emphasizing the tension and survival that *Little Nightmares* has. Players are encouraged to hide, sneak, and navigate dangerous environments, elements that influenced our game's design.

## The Legend of Zelda:

*The Legend of Zelda* is a videogame series developed by Japanese game designers Shigeru Miyamoto and Takashi Tezuka. The main mechanics, top-down design and puzzle implementation of our game is inspired particularly from the earlier Super Nintendo top-down versions, reflected in how players navigate the map and are required to make logical decisions. In terms of our combat, they rely on timing and positioning, which is an important element throughout all the different titles in *The Legend of Zelda* series.

## Undertale:

*Undertale* is a role playing game by indie developer Toby Fox. Our game is heavily inspired by its success, as it reflects how artistic expression can be as

successful as commercially catered products. It features dark story telling elements and visual and audio feedback which enhances player awareness and immersion. Our game is inspired by its different playstyles by adding enemy behavior patterns (AI) that encourage strategic decision-making. *Undertale* allows players to experience combat and stealth, while adding tension and urgency while escaping.

# 4.0 Intended Users & Their Interactions

## Intended Users

**Primary users - Players (External Users)**

- Students and casual gamers who enjoy interactive digital games.
- Individuals seeking entertainment, challenge, and replayable experiences.

**Secondary Users - Development and Evaluation Team (Internal Users)**

- Student developers within the client organization.
- Course instructors and evaluators reviewing functionality, usability, and project outcomes.

## User Interactions with the System

**Players**

- Download, install, and launch the game on a supported platform.
- Navigate menus to start a new game, load progress, or adjust settings.
- Control the player character using keyboard, mouse, or controller inputs.
- Interact with game elements such as enemies, objects, levels, and objectives.
- Receive real-time feedback through visuals, sound effects, scores, and status indicators.
- Exit and re-enter the game while preserving progress.

**Development and Evaluation Team**

- Build, deploy, and test the game throughout development.
- Configure game parameters for testing and demonstration purposes.
- Observe user interaction to evaluate usability, performance, and balance.
- Collect feedback and assess if project objectives are met.

# 5.0 Known Interactions With Other Systems

These interactions define the technical ecosystem and requirements the project must function within, identifying both internal systems (tools used within the development team) and external systems (third-party platforms) that the game depends on.

## Internal Interactions:

- **Game Engine (Unity 6.3):**
  The game will be developed in Unity 6.3 as the primary game engine. Core mechanics including stealth, AI, combat puzzles, UI and animations will be implemented within the engine's C# scripts and physics frameworks.
- **Version Control:**
  Active development will be made through Git and GitHub to manage source code and any project collaboration and updates from each member.
- **Assets:**
  Our system will use free digital assets such as sprites and a minimal amount of non-copyright sound effects and music.

## External Interactions:

- **Main Operating System (Windows) and Cross-Platform:**
  The game architecture will be designed for the Windows Operating System and with cross-platform in mind, subject to optimization and input adaptation within the different operating systems specific inputs and file systems.

- **Legal Regulations:**
  All assets obtained externally, including art, music and sound effects, must comply with copyright regulations and license agreements if present. Only free or properly attributed assets will be used to avoid any violation to intellectual property. The project must also comply with platform policies for software distribution.

- **Hardware Interface:**
  Interaction with user hardware including keyboard, mouse and game controllers.

- **Audio & Display Systems:**
  The game will run in different user's audio and display drivers to render 2D graphics and play sound. It is required to be properly optimized to ensure stable visual and audio performance in most personal systems.

# 6.0 Known Constraints to Development

## Time Constraint

The development of this project is limited to a single academic semester. All milestones, testing phases, and final demonstrations must align with the CS 3383 course schedule. This restricts the number of mechanics, polish level, and feature depth that can realistically be implemented before the final submission.

## Cost and Resource Constraints

As a student-developed project, there is no dedicated financial budget. The team must rely on free or educational versions of software such as Unity 6.3 and free or self-created assets. This limits access to premium plugins, advanced AI systems, professional sound libraries, and large-scale asset packs that could otherwise enhance development efficiency and quality.

## Technical Complexity Constraint

The game includes multiple interacting systems such as stealth detection, enemy AI behavior, combat mechanics, puzzles, and UI elements. Integrating these systems while maintaining stable performance increases development complexity. Due to team experience levels and engine limitations, certain mechanics may need to be simplified to ensure a functional and polished final product.

# 7.0 Project Schedule

## Deliverables

| Topic | Due Date | Details | Team Members |
|---|---|---|---|
| RFP | 02/14/26 | A finalized version of our Request for Proposal. This will allow contractors to pitch their company's value to us. | All |
| Champion Document | 02/15/26 | A document that specifies what each team member will be responsible for developing on the final project. | Individual |
| Storyboard | 02/24/26 | A collection of storyboards that will communicate the story beats of the game | All |
| SA Presentation | 02/24/26 | Do a System Analysis presentation that gives an overview of the game with each team member explaining their development responsibilities | All |
| Class & Sequence Diagram | 02/22/26 | Two completed diagrams that breakdown how classes and sequences interact in the game system. | All |
| In Class Status Report | 02/24/26 | A 15 minute presentation about the current status of the game project. | TL1 |
| In Class Status Report | 03/05/26 | A 15 minute presentation about the current status of the game project. | TL2 |
| Initial Test Plan | 03/19/26 | A write up of the initial plan for how to test the software. | TL3 |
| In Class Status Report | 03/24/26 | A 15 minute presentation about the current status of the game project. | TL3 |
| In Class Status Report | 03/31/26 | A 15 minute presentation about the current status of the game project. | TL4 |
| In Class Status Report | 04/07/26 | A 15 minute presentation about the current status of the game project. | TL5 |
| In Class Status Report | 04/16/26 | A 15 minute presentation about the current status of the game project. | TL6 |
| Project Feedback | 04/18/26 | Provide feedback through Canvas on each team’s projects | Individual |
| Oral Exam Prep | 04/19/26 | A filled out document that is to be done before oral exam week that will prep | Individual |

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| | | individuals on the process. | |
| Oral Exams | 04/20/26<br>04/24/26 | Meet with Dr. BC and discuss & demo your contributions to the overall game project | Individual |
| Post Mortem Deliverable | 04/26/26 | A detailed analysis and breakdown on the experience of developing the game as well as a reflection on how one would approach the same process if they could begin again. | Individual |
| Final Demo | 05/07/26 | An engaging live demo of the game to other teams and students at the University of Idaho. | All |

## Meeting Schedule

| Meeting Topic | Date | Start Time | Location | Details |
|---|---|---|---|---|
| RFP & Champ Document | 02/04/26 | 03:30PM | U of I Library | General discussion & planning |
| Deliverables | 02/11/26 | 03:30PM | U of I Library | Finalize the RFP document or fully delegate out the remaining sections to prepare it for the deadline. Address questions around champ document. |
| General Meeting | 02/18/26 | 03:30PM | U of I Library | Finalize the storyboards, SA presentation, diagrams, & status report or fully delegate out the remaining tasks among the team. |
| General Meeting | 02/25/26 | 03:30PM | U of I Library | General discussion & planning |
| Status Report | 03/04/26 | 03:30PM | U of I Library | Discuss the details of the upcoming Status Report Presentation & general discussion |
| Initial Test Plan | 03/11/26 | 03:30PM | U of I Library | Discuss the initial test plan and how it will integrate with each member's systems. |
| Status Report | 03/18/26 | 03:30PM | U of I Library | Discuss the details of the upcoming Status Report Presentation & general discussion |
| Status Report | 03/25/26 | 03:30PM | U of I Library | Discuss the details of the upcoming Status Report Presentation & general discussion |
| Status Report | 04/01/26 | 03:30PM | U of I Library | Discuss the details of the upcoming Status Report Presentation & general discussion |

| Meeting Topic | Date | Start Time | Location | Details |
|---|---|---|---|---|
| RFP & Champ Document | 02/04/26 | 03:30PM | U of I Library | General discussion & planning |
| Deliverables | 02/11/26 | 03:30PM | U of I Library | Finalize the RFP document or fully delegate out the remaining sections to prepare it for the deadline. Address questions around champ document. |
| General Meeting | 02/18/26 | 03:30PM | U of I Library | Finalize the storyboards, SA presentation, diagrams, & status report or fully delegate out the remaining tasks among the team. |
| General Meeting | 02/25/26 | 03:30PM | U of I Library | General discussion & planning |
| Status Report | 03/04/26 | 03:30PM | U of I Library | Discuss the details of the upcoming Status Report Presentation & general discussion |
| General Meeting | 04/08/26 | 03:30PM | U of I Library | General discussion & planning |
| Deliverables | 04/15/26 | 03:30PM | U of I Library | Discuss the details of the upcoming Status Report, Project Feedback, & Oral Exam Prep. General discussion. |
| Post Mortem | 04/22/26 | 03:30PM | U of I Library | Discuss and finalize the Post Mortem or delegate all remaining sections among the team. |
| General Meeting | 04/29/26 | 03:30PM | U of I Library | General discussion & planning |
| Final Demo Prep | 05/06/26 | 03:30PM | U of I Library | Finalize all details of our Project Demo responsibilities including: equipment, presenters, signage, & backup plans. |

# 8.0 How To Submit Proposals

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## Required Contents of Proposals:

- Direct response to how you plan to solve our problem description and meet the project objectives.
- Your Team's experience with the current systems and external systems.
- How you plan to overcome the current known constraints and an assessment of unknown constraints.
- A description of your game design process and plan to meet user expectations.
- Estimated cost of the entire project.
- Full resumes of each team member that will be working on the project.

## Submission Processes:

**Electronic Submission:**

- Send a PDF digital copy of your response to the Request for Proposal attached via e-mail to midnight@pineapple.com.
- You will be contacting the project manager: King Pineapple.
- The subject line should be "MP Proposal: **[YOUR COMPANY NAME]"**

**Physical Submission:**

- Send a printed version of your response to the Request of Proposal to the following address:

  *Midnight Pineapple*
  *875 Perimeter Drive*
  *Moscow, Idaho, 83844*

- You should have a cover letter that introduces your studio and why you want to take on this project as well as your contact information.

- Place your printed document and cover letter inside of a sealed manila envelope with “MP Proposal: **[YOUR COMPANY NAME]”** written on the front.

## Dates to Know:

- All proposals must be submitted by **05:00PM on February 9th, 2026**
- A single proposal will be selected on **05:00PM on February 12th, 2026**
- All applicants will be sent a notification by **05:00PM on February 12th, 2026**

## How Respondents Will be Notified:

- All companies that have submitted a response by the deadline will be notified of our final decision.
- They will be contacted in the same manner that they submitted their proposal or listed preferred contact.
    - If you submitted via the physical option, we will mail out our decision by 05:00PM on February 12th, 2026. The time it takes for this mail to arrive is not factored into our timeline.
- You will receive a document explaining our decision.

## Contact Information:

- If you have any questions regarding this process, please contact us:
    - E-mail: midnight@pineapple.com
    - Phone Number: (208) 555-6767

***NOTE:*** *Any answer to a question will be sent to every interested party in the RFP process to ensure equal access to RFP information.*

# 9.0 Dates

## Proposal Deadlines & Announcements:

- ➔ All proposals must be submitted by **February 9th, 2026**
- ➔ A single proposal will be selected on **February 12th, 2026**
- ➔ All applicants will be notified by **05:00PM on February 12th, 2026**

# 10.0 Glossary of Terms

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- Git: A version management system that allows users to work collaboratively in parallel without worrying about conflicting software or overwriting previous work.
- System: A set of interconnected components or processes that work together to achieve a specific goal or function. It can refer to a product, service, or process that is created, built, upgraded, or changed to serve a particular purpose.
- 2D Top-Down Game: A game viewed from above where the player controls a character that moves in a 2D plane (up, down, left, right) rather than a 3D environment.
- Stealth Mechanics: Game Mechanics where the player avoids detection by enemies or obstacles, often relying on sneaking or hiding to complete objectives.
- Puzzle-Solving Mechanics: Gameplay elements that require players to solve puzzles in order to progress. These puzzles can range from logic-based challenges to spatial manipulation or pattern recognition.
- Action Mechanics: Fast-paced gameplay elements requiring quick reflexes, combat, and interactions with game elements in real-time
- Cohesive Gameplay loop: A cycle of gameplay that feels natural and rewarding, where the players actions lead to satisfying outcomes and progress within the game.
- HUD(Heads-Up Display): The on-screen display that shows the player important information such as health, items, score, and other real-time feedback during gameplay.
- Consumables: In-game items that are used up by the player, such as health potions, tools, or ammunition, typically to aid in the gameplay.
- Collectible: An in-game item, possibly a collectible or currency, that players can interact with to gain rewards or progress.