

Six Angry Devs

Obstacle Odyssey

Request for Proposal

Version 1.0

Document History

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| Version | Date | Authors | Content |
| 1.0 | 2/3/19 | Joshua Dempsey,  Sheldon Lockie,  Brandon Foss,  Lucas Jackson  Jubal Mitchell | Initial Drafting |
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| **1.0 Project description / opportunity / expression of need** |

Many modern racing games are too similar and lack unique designs. We aim to change that by adding boat representation and thematic levels to the racing scene. Standard games of this type typically follow a course that aims for realism at the cost of being creative. With the market for racing style games focused on the use of typical vehicles like cars, this leaves a relatively untouched market for creative developers to add much more depth to a seemingly simple game.

The racing genre will never fall out of style as the concept is simple, the controls are easy to master, and it offers a level of competition that people love to play. However, as racing games continue to be released, the same graphics, concepts, and gameplay is seen year after year which causes players to become bored. Implementing a twist into the racing genre by moving away from realism, standard vehicles, and the same gameplay every year allows new features to be added such as creative obstacles, **low poly** graphics, and levels designed to give players a greater experience with the desire to keep playing.

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| **2.0 Project Objectives** |

Develop a ship racing game where the player must complete a level as fast as possible while avoiding physics-based obstacles and picking up items.

The features this should include:

* User Controls
  + Customizable controls for input
  + Realistic vessel behaviour/control
* Intuitive Menu System
  + Splash screen for logos
  + Start Menu, Settings Menu, Lobby, Pause
  + Exceptions for any scene not loading
  + Customizable settings menu for control
* UI
  + Health display
  + Minimap display
  + Timer display
  + Pause button
* Entities
  + Collidable obstacles that damage the player
  + Items spawned randomly for the player to pick up
* Levels
  + Themed levels with various unique obstacles
* Sound
  + Background music for main menu and levels
  + Sound effects for entities and collisions
  + Sound effects for terrain

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| **3.0 Current Systems** |

Mario Kart - Nintendo Video Game

Obstacle Odyssey is going to be following the style of racing, with key features like picking up objects, and using them to impact your character.

Sea of Thieves - Xbox/PC AAA Game

We are going to attempt an art style similar to the style seen in this game, (**Low Polygon**, cartoon style)

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| **4.0 Intended users and their interaction with the system** |

Intended Users:

* People who enjoy single player/racing games

Interactions:

* Avoid hitting obstacles while completing various races.
* Choose your own controls and style to conquer the world.
* Pause Game/Traverse Menus
* Listen to Music

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| **5.0 Known interactions with other systems** |

* **Steam**
  + This will be the largest platform that our game will be released on.
* **GitHub**
  + Source code is available for viewing, allows precise version control.

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| **6.0 Known constraints to development** |

* Constraints inherited from the base **Unity** Engine.
* Constraints inherited from development in **C#**.
* Limited time frame: 8 to 10 weeks.

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| **7.0 Project Schedule** |

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| **Date** | **Description** |
| February 7th 2019 | SA Demo |
| February 14th 2019 | Repository Chosen |
| February 21st 2019 | Initial Code Compilation |
| February 28th 2019 | Run Two Compile Paths |
| March 21st 2019 | Partial Game Code |
| May 2nd 2019 | Final Presentation |

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| **8.0 How to Submit Proposals** |

All proposals must be submitted as a pdf attachment to the corporation email at [rfp@sixad.com](mailto:demp5996@vandals.uidaho.edu). Questions or problems can be directed to the help email at [questions@sixad.com](mailto:demp5996@vandals.uidaho.edu). If a question is asked, an email will be sent out to all applicants with the proposed question and our answer.

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| **9.0 Dates** |

All proposals must submitted by 12:00 pm PST on February 7, 2019. They will be reviewed throughout the week and decisions will be made by 6:00 pm PST on February 14, 2019. All applicants will be notified by then.

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| **10.0 Glossary of terms** |

* **Low Polygon** - A term used to describe a polygon mesh in 3D computer graphics which has a small number of polygons. These games offer higher performance in exchange for realistic graphics.
* **GitHub -** Web-based version-control and collaboration platform for software developers.
* **Unity -** A cross-platform game engine developed by Unity Technologies that can be used to create two and three dimensional games as well as simulations for many platforms.
* **C# -** A multi-purpose programming language.