



Septicemia Request for Proposal
Version 1.0

Document History

Version	When	Who	What
1.0	9/21/2022	<ul style="list-style-type: none">- Cole- Conner- Triston- Savannah- Matias- Kyle	Initial Drafting

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1.0 Problem Description

The goal of this project is to develop a single player, top down, zombie game called *Septicemia*. In *Septicemia*, the player controls a zombie that must fight off waves of humans trying to stop them from taking over the world. Along the way these enemy humans will occasionally drop brains when killed. By picking up these brains and taking them to the shop, the player can upgrade their zombie's abilities and increase its power. The object of the game is to survive through each wave and defeat the final boss. We believe that this game could be a massive success and has a high profit potential due to the success of other similar games in the genre such as *Plague Inc.*®, *Dead Nation*®, and *Final Days*®. We also believe that this game could easily be made to run well on mobile devices, further increasing our profit potential and user market.

2.0 Project Objectives

Unity® is looking for a contractor to build a modern single player computer game *Septicemia* that puts a unique twist on other classic games in the genre. The following features must be implemented in the game:

- 1) An intuitive and sleek UI that displays useful information to the player (player health, current brain count, wave number) as well as provides the user with several menus for easy navigation throughout the game (main menu, pause screen, shop menu).
- 2) An interesting and complex world for the player to explore (destructible environments, cover elements).
- 3) A wave system that spawns increasingly more difficult and diverse enemies as well as several unique and interesting bosses.

- 4) A shop system that allows the player to pick up brains dropped by enemies and exchange them for powerful upgrades to their zombie's abilities.
- 5) Engaging sound design (many different sound effects and varying music depending on what is happening in the game).
- 6) An original 2d art style that sets the game apart from other 2d games made in Unity (do not use basic Unity sprites).
- 7) Runs at a high frame rate with no glitches or bugs.

3.0 Current Systems

Top down zombie-themed games are not uncommon: *Dead Nation*® and *Final Days*® come to mind. All feature either 2D or pseudo-2D graphics with a player who must fight against hordes of enemies. This is why we wanted to create a new take on the genre—instead of playing a human survivor, you instead play as a zombie fighting to infect them. Similar concepts have been explored in games such as *Plague Inc.*® and *Infection Bio War*®, but a majority of these games are strategy-based simulators. *Septicemia* promises both real-time beat-em-up action and taking on the role of the antagonist carefully strategizing the downfall of a doomed world, making it stand out in the sea of zombie apocalypse games.

- *Dead Nation*®
 - A viral epidemic creates a zombie apocalypse
 - Top-down shooter with pseudo-2D style graphics
 - Fight hordes of unique zombies with gear you can upgrade
 - Balance health and ammunition
- *Final Days*®
 - A mutation brought on by chemical warfare creates a zombie apocalypse
 - Top-down shooter with 2D graphics
 - Fight hordes of unique zombies with gear found in the world
 - Balance health and ammunition

- *Plague Inc.*®
 - Create and develop a deadly pathogen to kill all humankind
 - Simulated strategy game with 2D graphics
 - Carefully mutate your pathogen so that it is highly infective and fatal
 - Fight against the clock against scientists trying to develop a cure
- *Infection Bio War*®
 - Create and develop a pathogen to kill all humankind
 - Simulated strategy game with 2D graphics
 - Add symptoms, vectors, and resistances to your pathogen
 - Avoid letting your pathogen be discovered

4.0 Intended Users and Uses

Users:

- People who like single-player top-down beat-em-ups.

Uses:

- Keyboard to control the zombie character.
- Defeat waves of enemies, using the brains you collect to power up.

5.0 Known Interaction With Other Systems

- Use of Unity as a game development platform.
- Use of GitHub to host a Git repository.
- Use of developer machines

6.0 Known Development Constraints

1. Time to code the game.
2. Complexity of certain aspects of the game.
3. Relatively small team size (as compared to an average game studio).

7.0 Project Schedule

Date	Time	Objective
9/6	2 Hrs	Setup git repository
9/21	2 Hrs	Write RFP
9/22	25 min	SA Presentation
10/15	40 hours	Skeleton Code Running
10/25	40 Hrs	Begin To Complete Project
10/30	5 Hrs	Finalize Project
11/1	1 Hr	Final Presentation

8.0 Glossary of Terms

Git Repository: A community software distribution tool that allows developers to share and organize their code files to simplify common editing and project cloning.

Glitch: A small, short-lived fault in a system, in which the system deviates from its normal process.

Bug: A coding error in a program.

Skeleton Code: A structural form of code in which a general outline is produced