

## Milestone 3

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# 1. DFD Diagram



## 2. Request for Quote

**GameVortex**  
**Request For Quotation**  
**Reference Number: 19237890**  
**March 31, 2024**

### 3.1. Statement of Objective

The objective of this Request for Quotation (RFQ) is to solicit proposals from qualified vendors for the provision of a digital gaming marketplace solution for GameVortex. The solution should align closely with the offerings of platforms like GOG and PlayStation Store, prioritizing a secure and user-friendly environment that enables users to navigate through product listings, make secure transactions, and access their gaming history with ease. The solution should also utilize an API that allows for effective game listings, secure payment processing, and streamlined user interactions, enhancing the overall gaming experience for users while maintaining a commitment to security and accessibility.

### General Conditions

#### 2.1. Authorized Representative

Mr. John Doe

GameVortex

Office of Operational Effectiveness & Procurement Services

1234 Monroe Street

Tallahassee, FL 32301

Approximate Calendar Events

Date	Action
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3/31/24	Request for Quote Advertised
3/31/2024	Request for Quote Released
4/25/24	Deadline for submitting questions and/or inquiries in writing only (e-mail) to <a href="mailto:gamevortex@aweu.edu">gamevortex@aweu.edu</a>
05/8/24	Deadline for Game Submission @ 2 PM ET GameVortex Office of Operational Effectiveness & Procurement Services Monroe Building Tallahassee, FL 32301

I. Scope of Work: The vendor is required to provide a comprehensive analysis of the digital gaming marketplace landscape, focusing on platforms like GOG and PlayStation Store. The vendor should evaluate the features, offerings, APIs, and user experiences of these platforms, and how they align with the outlined requirements. The vendor should also consider the APIs of these platforms, their functionalities, and how they can offer a seamless experience for both users and developers. The choice between GOG's API and the PlayStation Network API may hinge on factors such as the target audience, platform compatibility, and specific features required for the digital gaming marketplace, ensuring a tailored solution that meets the unique needs of the system.

II. Location of Work: All work can be done remotely and virtually. No University space or support will be given to complete this work.

III. Period of Performance: Quotes are due on 5/8/2024. Once quotes are reviewed a vendor is selected an evaluation of work development schedule will be set to make sure that the analysis is appropriate and ready on time for the project.

IV. Deliverables Schedule: The required delivery of the analysis is 4/28/2024. The analysis should be presented in a comprehensive report, detailing the findings and recommendations.

V. Applicable Standards: All analysis deliverables and support materials are to be of the highest quality and function flawlessly. A report of specific findings and recommendations

needs to be easily accessible to stakeholders. Awesome University reserves the right to refuse payment for work if deliverable is unacceptable.

VI. Acceptable Criteria: The analysis needs to be thorough, covering all relevant aspects of the digital gaming marketplace. It needs to match the specific needs of this project. The analysis needs to be professional, organized, and based on sound research methodology.

VII. Special Requirements: All analysis needs to be easily accessible on the internet.

### 3.2. Qualification of Bidders

This contract shall be awarded only to a responsive and responsible proposer, qualified to provide the goods and/or service specified. The successful proposer shall, upon request, promptly furnish AWEU sufficient evidence in order to confirm a satisfactory performance record. Such information may include an adequate financial statement of resources, the ability to comply with required or proposed delivery or performance schedule, a satisfactory record of integrity and business ethics, the necessary organization, experience, accounting and operation controls, and technical skills, and be otherwise qualified and eligible to receive an award under applicable laws and regulations.

The proposers must submit the bid using the attached form.

### 3.3. Award

Awesome University will review and rank every proposal received in response to this RFQ. The most competitive bid that offers the highest level of proven service and reliability will be chosen. AWEU reserves the right to negotiate with the top ranked proposer(s).

### 3.4. Post Award Meeting

Within five (5) working days after receipt of notification of award of the contract, successful proposer shall meet with the designated AWEU representative(s) at the delivery location to discuss job procedures and scheduling.

### 3.5. Content Ownership

All content created, not restricted by product copyright, are University property. This includes but is not limited to recordings of the training session.

### 3.6. Assumptions and Constraints

All developed training needs to be accessible over the web, and qualitative data capture of effectiveness of the training needs to occur. Evaluation and modification of the training is

reserved upon the request of Awesome University at any time. The total budget costs are not to exceed 20,000 USD.

### 3.7. Invoices

All prices must appear in USD and include shipping charges. Service, handling, transaction fees, and tax charges are not applicable as the University's non-profit tax status. This is a one-time purchase of service and payment terms are NET 60. If selected, for payment to occur all Awesome University vendor paperwork must be submitted to the contact to receive on time payment.

### VENDOR INFORMATION

Are you a current Awesome University Approved Vendor?	
References, please list three of your current clients that are similar in scope to this project, that we have permission to contact.	

### SERVICE CONTRACT

	Item Description	Number of Sessions	Price /per session
1.	Trainee One session on signup for company on GameVortex	2	\$350

2	Project Team Member Four sessions on GameVortex setup, with daily update	4	\$450
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PLEASE AFFIX SIGNATURE WHERE INDICATED

(FAILURE TO DO SO SHALL RESULT IN THE REJECTION OF YOUR RFQ)

By signature on this document, proposer acknowledges and agrees that its offer includes and accepts all terms, conditions, and specifications of AWEU solicitation as originally published, without exception, change or alteration of any kind, except as may have been published by AWEU in official amendments prior to this date of submittal.

FIRM NAME: (Enter the entire legal name of  
the proposing entity)

DATE:

TELEPHONE # ( )  
TOLL FREE # ( )  
EMAIL:

PRINT NAME:  
PRINT TITLE:

ADDRESS:

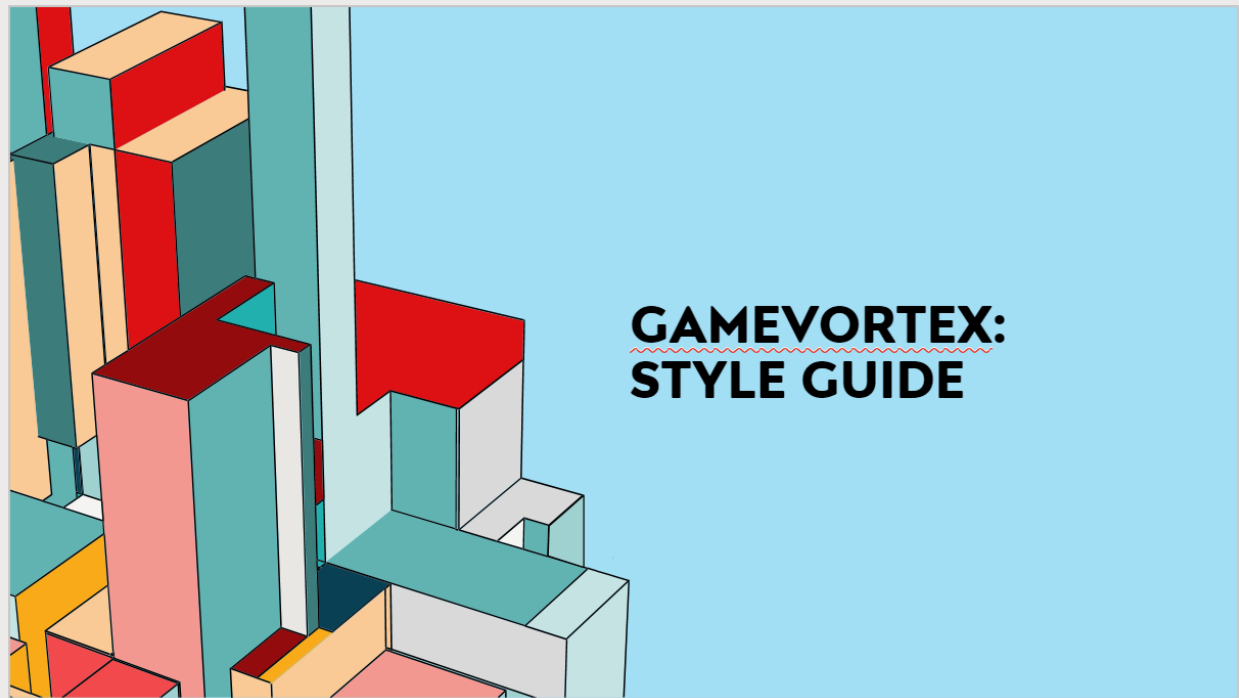
\_\_\_\_\_

CITY/STATE: \_\_\_\_\_

ZIP CODE: \_\_\_\_\_

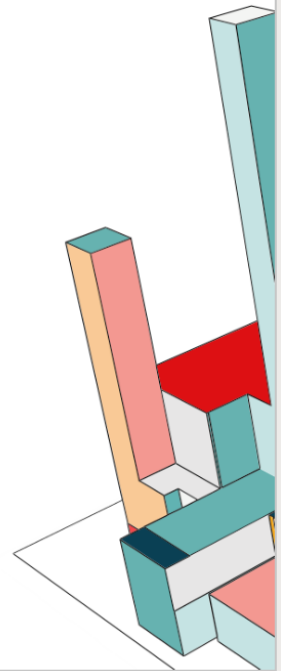


### 3. Style Guide



#### INTRODUCTION

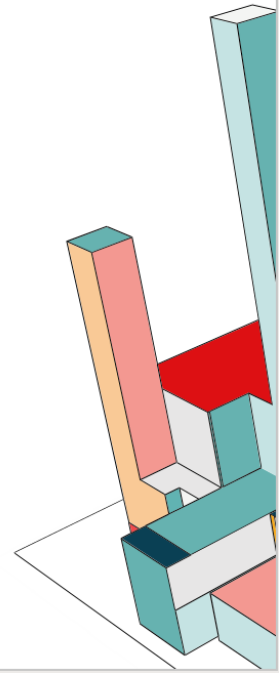
Welcome to the GameVortex Style Guide. This document serves as the cornerstone for all communication and design efforts within our platform. It ensures that every interaction and visual element aligns with our brand's ethos and provides a consistent experience for all.



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## PRINCIPLES

**Purpose:** This style guide is to establish a cohesive language across all our platforms and materials. It's a reference tool that will guide our team, partners, and the GameVortex community in presenting our brand consistently.

**Scope and Application:** This guide applies to all branded materials, including but not limited to our website, marketing collateral, game interfaces, and developer documentation and should be your first point of reference for maintaining the GameVortex voice, tone, and visual standards. By adhering to this style guide, we can collectively create an immersive and engaging environment that resonates with our audience and upholds the quality and integrity of the GameVortex brand.



Logo

Symbol

# LOGO USAGE

### Color Palette

- The logo utilizes a color palette of black, purple, and gray, which reflects the dynamic and engaging nature of GameVortex.
- The primary logo color is purple, symbolizing creativity and imagination, set against backgrounds that complement the palette.
- Accents of black and gray provide contrast and depth, ensuring the logo's prominence and readability.

### Application Guidelines

- The logo should be prominently displayed on the app's splash screen, header, and footer where applicable.
- Maintain consistent logo placement and size across different screens and orientations.
- The logo's color palette should be echoed throughout the app's design elements to create a cohesive look and feel.
- The logo must not be altered, distorted, or modified in any way.
- Ensure the logo is clearly visible against the background.

### Clear Space and Sizing

- Surround the logo with ample clear space, free from text and other design elements, to ensure it remains unobstructed.  
\* The minimum clear space is defined by the width of the letter "V" in GameVortex.
- The logo should be sized appropriately for mobile screens, ensuring clarity and legibility without overpowering other content.  
\* Minimum Size: The logo must maintain a minimum size of 50x50 pixels to ensure visibility and legibility.

### Misuse

- Do not alter the logo's colors outside of the specified palette.
- Avoid using the logo in a manner that diminishes its visibility or readability, such as overlaying it on complex images.
- The logo should not be used in any way that suggests GameVortex endorsement of third-party products or services without proper authorization.

Adherence to these guidelines will ensure that the GameVortex logo is displayed with the respect and consistency it deserves, reinforcing our brand's presence within the mobile gaming landscape.

# TYPOGRAPHY

### Typeface Selection

- Our primary typeface is ~~Roboto~~, chosen for its modern, clean lines and excellent readability on digital screens.
- For headings and titles, we use Roboto Bold to capture attention and create hierarchy.
- Body text and descriptions are set in Roboto Regular to ensure legibility and comfort in reading.

### Font Sizing

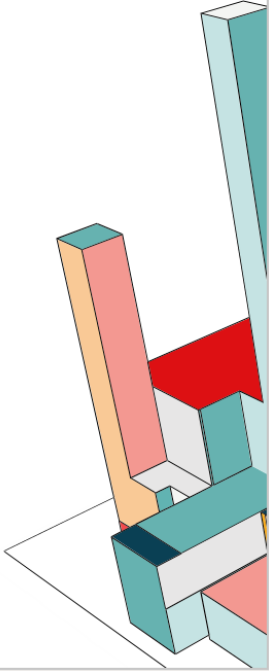
- Headings (H1): 24px for clarity and prominence.
- Subheadings (H2): 20px to denote section breaks.
- Body text: 16px for optimal readability on mobile devices.
- Captions and auxiliary text: 14px to provide supplementary information without overpowering the main content.

### Color Palette

- Headings and titles are rendered in black to stand out against the purple background.
- Body text is primarily in gray to reduce strain on the eyes and maintain a balanced contrast.
- Calls to action and important information may be highlighted in purple to draw attention and maintain brand consistency.

### Line Spacing and Alignment

- Line spacing is set to 1.5x the font size to enhance readability and text flow.
- Text is generally left



## USER INTERFACE DESIGN

### Navigation

- Clear Pathways: Design navigation to offer clear and logical pathways to the various sections of the app
- Prominent Search: Include a prominently placed search bar to help users quickly find games, features, or developer tools.
- Category Breakdown: Organize products and content into well-defined categories and subcategories for easy browsing

### Interactive Elements

- Engaging Buttons: Create buttons that are visually distinct and inviting, encouraging users to click or tap to discover new games or features.
- Dynamic Content: Use dynamic content blocks that update with new or trending games
- User Reviews and Ratings: Incorporate interactive user reviews and ratings to foster community engagement and trust
- Responsive Design: Implement a responsive design that adapts to various screen sizes and orientations, offering an optimal viewing experience on all devices

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GameVortex

850-591-3591

1601 S Martin Luther King Jr Blvd,

Tallahassee, FL 32307



## 4. Interactive Wireframe

<https://www.figma.com/file/Uov0tCqHMUexAXk13dYwt4/Untitled?type=design&node-id=0-1&mode=design>



## 5. Marketing Material

SINCE  
**2024**

### Many markets. Many competitors. Only one model over the rest.

We provide a platform for small developers to showcase their games and give them visibility in the gaming industry. We create unique and diverse games that offer experiences beyond mainstream titles. The platform fosters a community of gamers and developers, facilitating collaboration, feedback, and innovation. We offer direct-to-developer marketplace

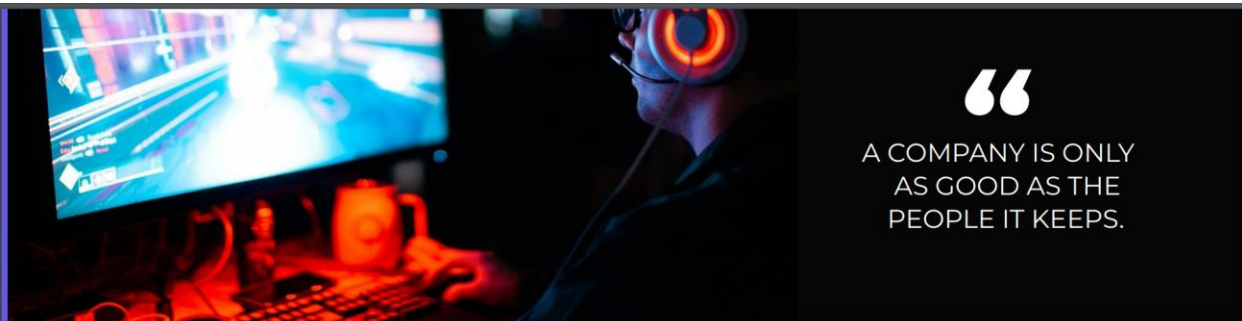
The Game development companies are used to a dry business interaction with game markets but GameVortex aims to change that by developing personal relations with these companies and helping out the smaller game development companies and even create new ones with the sole aim of being an inviting market for game development companies to approach.

The project will include the development and launch of an online marketplace platform for gamers and game developers. The platform aims to provide a centralized hub where gamers can discover, purchase, and play a wide variety of games directly from developers. Key features of the platform include user registration, game browsing, developer uploads, secure transactions, and community engagement functionalities. The scope also includes marketing initiatives to promote the platform, quality assurance testing to ensure reliability and usability, and documentation to support project management and knowledge transfer.



850-599-3591 [www.GameVortex.com](http://www.GameVortex.com)

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A COMPANY IS ONLY  
AS GOOD AS THE  
PEOPLE IT KEEPS.

### Marketplace screen demo



### We're the best at what we do.

GameVortex will be focusing on bringing in studios to work for the company to produce these games and sell them onto the GameVortex platform which is very new to the market, most other competitors simply produce games and sell them to the markets, we will focus on building relationships with studios and companies to establish that we are the best markets for companies to go to and in turn driving the profits of other markets down and eventually making us the biggest market in the industry.

A big contention in the current game market industry is that companies want a market that will not be taking high percentages from their game profits and GameVortex are aiming to be just that market and more, the cuts we will be taking from the games the studios give to us will be much lower than the preexisting platforms and that will be because we will have studios working under us and providing them with funding for games and for the studios we will not be funding we will offer a set price or a flexible percentage for said games