notReal

Bee Brawler: Exit the Hive

Request for Proposal

Version 1.7

Document History

Version	**When**	**Who**	**What**
1.0	Sept 15th, 2022	Dawson Burgess	Initial Formatting
1.1	Sept 18th, 2022	Spencer Butler	Section 4.0
1.2	Sept 18th, 2022	Liam Mathews	Section 1.0, 8.0
1.3	Sept 19th, 2022	Nyah Nelson	Section 7.0
1.4	Sept 20th, 2022	Bryan Frahm	Section 9.0
1.5	Sept 20th, 2022	Jackson Baldwin	Section 10.0
1.6	Sept 20th, 2022	Spencer Butler	Section 3.0
1.7	Sept 23rd, 2022	Dawson Burgess	Section 2.0
1.8	Sept 24th, 2022	Nyah Nelson	Section 6.0 and section 7.0

Table of Contents

1.0 Problem (Opportunity) Description

Currently within the video game industry, the market for *independent video games*, (otherwise known as "*indie games*" or "*indies*") is at an all time high. Indie games are developed by independent studios, and are typically praised for being more consumer friendly and less expensive than products offered by larger *AAA (Triple-A)* organizations.

Indies have become exceedingly popular, especially in the *Roguelike* genre, with multiple heavy hitters such as *Dead Cells*, *Hades*, and *Cuphead* becoming favorites among gaming communities in recent years.

However, many of these titles, which are known and renowned for their difficulty, are not quite as accessible to those outside the core *gaming communities*. Casual gamers and younger audiences may find these games intimidating and too difficult, and as a result are lost as potential customers. Our goal is to create a *2D (two-dimensional) side-scrolling* roguelike game that can ease players into games of this genre, appealing to those that would otherwise be alienated. With a basic weapon system, an approachable theme revolving around bees, an original soundtrack, and a safe, family-friendly story, we aim to create a gateway for everyone to enter the world of roguelikes.

We also intend to draw in members of the core gaming communities as well, by offering features such as a *skill tree* and weapon customization that offer enough depth to keep them interested, while still being made accessible to include newcomers.

With a highly volatile market for indie-games there has never been a better opportunity to develop the "next big thing", and we want to help you get there! Below are more details regarding our product. Please consider them when developing your proposals. We look forward to hearing from you!

2.0 Project Objectives

notReal is looking to commission a 2D single player, side-scrolling, rouge-like computer game. Since it is a rogue-like, the three most essential components will be player movement and combat, enemies, and world generation. The player should be able to enjoy *RPG* elements from weapon selection and skill tree progression, as well as experience the story through combat and some NPC interaction.

The game designed should include these features:

1. Player Character
    - 1.1. The game will be played and the story will be told through the perspective of a main character player. This would make the player character design and implementation the number one priority besides weapons and enemies.
    - 1.2. The character should have health, the ability to use weapons, a responsive and upgradable movement set.
2. Game World
    - 2.1. The game world is essential to this game, as it will be the area where the player can explore and fight enemies.
    - 2.2. It should have multiple "rooms" that the player can traverse through, changing depending on what the player chooses. The player should be presented with multiple options as they complete the task of a room.
    - 2.3. The world should contain a path to the finish, enemies, NPC's, weapons, and most of the game components.
3. User interface
    - 3.1. The user interface is needed so that the can see their progress made in the game, open menus for various elements of the game.
    - 3.2. When the game first is launched, the player should be greeted with a start menu.
    - 3.3. The player should have the ability to pause the game at any point, opening a pause menu where they can access - the skill tree/progression system, the profile manager, and the exit option.
4. Enemies
    - 4.1. Enemies are one of the most important aspects of the game, as they will be a bulk of what the character interacts with to progress.
    - 4.2. There should be a variety of enemies and their respective types - easy, hard, niche, elites, and bosses.
    - 4.3. Enemies should increase in difficulties and numbers as the player progresses and levels up.
    - 4.4. The player should fight a final boss at the end of the playthrough to beat the game.
5. Weapons
    - 5.1. Weapons are a core component of the game, as the player will need something to combat the various enemies of their playthrough.
    - 5.2. The player needs access to several types of projectile weapons (with varying fire speeds) and a few different melee options.
    - 5.3. There are no pickups for ammo, so none of the weapons will have a strict ammo limit, but there will be a reload time required.
6. Advanced leveling system
    - 6.1. Many rogue-likes have some sort of leveling system that progresses as the player gets experience points or progresses past certain markers in the game. In Bee-Brawler: Exit the Hive, the player will gain experience points from combat.
    - 6.2. There should be a skill tree the player can put points into, that has several different upgrade paths, leading to unique gameplay depending on the player choice.

7. NPC's
    7.1. The game will need more than just enemies to interact with, and besides the random NPC encounters, the player should be able to interact with a shopkeeper in some rooms.
    7.2. The shopkeeper should be able to sell the player weapons, health, and the ability to upgrade.
    7.3. Other NPC interactions will be non-essential, but will either add to the story through dialogue or act as background to a scene.
8. Sound
    8.1. This is the least prioritized of the features and is not necessary to game functionality, however, it would add to the user experience and make the game more immersive
    8.2. Sounds for the game should include but are not limited to - background music, interaction sounds, sounds for NPC dialogue, sounds for combat, and menu music.

3.0 Current system(s) - if any or similar system

There are many similar products already on the market.

Dead Cells is a game where the player fights through hordes of enemies as they explore a procedurally generated castle. There is a great variety of rooms, weapons, and enemies. When the player character dies, they are sent back to the start, keeping only the knowledge and skill that the player has gained, and none of the in-game advantages earned over the course of the run.

Bee Simulator is a game where the player controls a bee. They fly through an environment based on New York's Central Park, exploring, looking at flowers, and collecting pollen.

4.0 Intended users and their interaction with the system

Users:

- People who enjoy playing video games, regardless of whether they are skilled at them.

Uses:

- Launch and play the game
- Travel through procedurally-generated rooms in an attempt to reach the end
- Restart and replay on failure

5.0 Known interactions with other systems inside/outside the client organization

- Unity game engine to design the game
- GIT version control system for source code management

6.0 Known constraints to development

- Time, specifically the time needed to complete each feature individually, meet weekly as a team, test the product, and fix any bugs before the release date
- Remaining under the allocated budget
- Altering certain aspects of code and the game so that it can be released on multiple platforms, and making sure the user will have the same experience on each platform

7.0 Project Schedule

DATE	**OBJECTIVE**
09/04/22	Game design discussion and assignment of features
09/15/22	Begin RFP
09/21/22	Present RFP to company
09/29/22	Initial draft of code due (minimum viable product)
10/11/22	Initial testing of every feature
11/03/22	Marketing release (posters)
11/10/22	Final product due (every feature should be complete and be able to perform on different platforms)
12/06/22	Post Mortem Presentation
12/08/22	Final Product Release! (final demo)

8.0 How to Submit Proposals

Please submit all proposals to our company email notReal@gmail.com, making sure to use the subject line “notReal Exit the Hive Proposal”. If you choose to create a working demo alongside your proposal, be sure to post your work to a GitHub repository, and include a link to it in your submission.

If you are unfamiliar with GitHub, you can learn more at this web address: https://github.com/about

For the sake of time and consistency we will not consider any demos posted to sources other than GitHub, but keep in mind a demo is not necessary.

9.0 Dates

The deadline to submit an RFP is set for Wednesday, September 21st at 10 A.M Pacific time. To be included in the selection process, the completed RFP must be submitted before the deadline.

Submissions will be evaluated September 22nd and September 23rd.

The winning bid will be announced the following Monday, September 26th at 10 A.M Pacific time.

10.0 Glossary of Terms

AAA (Triple A): Informal classification of games within gaming communities identifying games developed by major publishers.

Cuphead: Stylistic video game developed by Studio MDHR in September of 2017, being most widely known for its characteristic 1930's-cartoon style and its incredibly difficult levels.

Dead Cells: 2018 roguelike developed by Motion Twin. This game was well known for having procedurally-generated levels and quick, responsive controls.

Git: Open source file-sharing system. Used by programmers to centralize all files of a video game into one, shared location (*see tutorial for* ***GitHub*** *on page 7*).

Hades: Well-known, Greek mythos-inspired roguelike developed by Supergiant Games in late 2018. This roguelike was especially unique in its ability to tie its gameplay into its story by giving reason/lore as to why the main character continually dies.

Roguelike: Genre of video game that has become popular with indie companies and their consumers in recent years. Roguelikes are commonly depicted with procedurally-generated levels, a wide variety of customization for a character, and permanent deaths. The goal of a roguelike is to get from beginning to end without dying once, usually taking about 20-45 minutes. If a player is to die during an attempt (or what some in the community call a "***run***"), they start back at the beginning, losing all progress. The goal of any roguelike is to make each attempt at victory feel different and unique. By forcing the player to try over and over, the player finds unique and surprising customizations that can lead them to victory.

RPG: Genre or subgenre of video game. *Role Playing Game* refers to a game in which players assume roles in a fictional setting. RPG's are often characterized for unique customization and thorough story.

Side Scrolling: Refers to the horizontal movement of a camera to follow a player, usually in a 2 dimensional setting. Think of *Mario Bros, Donkey Kong, Kirby.*

Skill Tree: Graphical Interface that shows players a potential list of upgrades available to them. These upgrades usually intersect or branch off of one another, creating a "tree"-like look.

Unity: Cross platform, video game-building engine used by high end companies and small businesses alike.