Logo

Name of Company Coeur de’Alene Top-Down

Hanz-Day-Out

Request for Proposal  
Version 1.0

Document History

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| --- | --- | --- | --- |
| Version | When | Who | What |
| 1.0 | 2/22/21 | Jeremy Wisecarver | Initial Drafting |
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11. Problem description / opportunity / expression of need

There is a lack of good top down shooters in the current market for games. We can potentially remedy that problem while making some decent money in the process. With our small team size and the new technology available to us in the form of the unity engine we can have much more freedom to create the game in a way we see fit without the oppressive oversight of larger publishers. This allows us to design a game that is more fun without being subject to things like “engagement metrics”.

We wish to make a top down shooter game that is responsive and smooth to play while engaging the player with interesting items. The items by the end of the game will make the player feel very powerful and as such will allow for a fulfilling single playthrough of our games.

1. Project Objectives

The game should include:

Player

The ability to move through the map

Statistics such as damage health and speed

Can attack enemies and pick up items

Interactables

Items for the player to pick up and play with like weapons or money

Menu

The player can restart the game or quit

The player can adjust volume

Audio

Player SFX and soundtrack

RNG drop system

Drops and bad luck protection implemented into the game.

Weapon system

Different weapons should have various effects

1. Current system(s) – if any / similar systems

There are a few top down shooters that utilize various systems to make their game unique.

Alien Swarm – Steam App

Alien swarm is a game featuring pickups such as ammo and guns, enemy AI, and character progression.

It also features co-op and multiplayer play but our game will not be concerned with that.

It features different enemy types.

1. Intended users and their basic interaction with the system

The intended users of our game are all people who play video games. The game should not be too hard to beat and should not bore more experienced players.

1. Known interactions with other systems within or outside of the client organization.

Steam

Apple app store

Google play

1. Known constraints to development

Low man power as we only have two people to work with

We can only build the game in the unity engine

Inexperienced game developers

Must run on lower end PCs

1. Project Schedule

Feb 22: Minimum viable product complete

Feb 25: Min viable product presented

May 6: Final product delivered

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| 8.0 | How To Submit Proposals |
|  | Submit your proposals to [JeremyWisecarver@gmail.com](mailto:JeremyWisecarver@gmail.com) or call (insert my number here) for any questions about submitting proposals. |
| 9.0 | Dates |
|  | Proposals must be submitted by 2/22/2021. |
| 10.0 Glossary of terms | |

RNG (Random Number Generator): A program that is meant to randomly generate a number often to simulate randomness of results in a game

Top-Down-Shooter: A game that has a camera angle that is above the playable character looking down that also involves shooting projectiles.

Unity: A game engine developed by Unity Technologies which can create both 2-d and 3-d games.

Drops: A drop is an item that often interacts with the player and comes from enemies, or loot boxes.

\*Note: Remember that “system” means product, service, and/or system your group would like to see created, built, upgraded, and/or changed. It is a broad term.