



Middle Man Group

Them's Fightin' Words

Request For Proposal

Version 1.0

Document History:

When	Who	What
Sept 6	Lily Mason	Brief Drafting
Sept 6	Donald Hammer	Sections 7 and 8
Sept 8	Lily Mason	Sections 2 and 5
Sept 18	Holly Keir	Section 1 and 10
Sept 19	Donald Hammer	Section 9
Sept 19	Kaleb Johnson	Update Section 3 and 4
Sept 20	Heath Thompson	Formatted Document

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1 | Problem Description

Through the development of technology, the world of video games continues to rapidly adapt. Traditional video game development techniques have modified their creation process and systems to continue to bring games full of fun and adventure. The new advancements allow for easier, and state-of-the-art features that have allowed video games to be improved greatly. Our society is extraordinarily complex with multiple conflicting segments, making it challenging for our citizens to enjoy their leisure time. The current pandemic in which we live has increased stress among all, and video games can act as a great escape from reality. Our game allows users to vacate the taxing life they are living. Video games often offer an opportunity to relax, while also trying to achieve different objectives.

Them's Fightin' Words is a unique video game that combines a sandbox-like genre with arcade fighter mini battles and minigames. Sandbox games are those that are non-linear game play, allow for player choice, and open environments. This game allows you to explore a virtual world and interact with a variety of characters. Different doors will lead you to different areas of the map and themes. As each character is different, the interactions will vary. Your responses will change the way the NCP replies. Depending on how you respond will cause the players to get upset and cause you to enter a battle against them. It is important to watch your health in your battles and to do your best in minigames, as it will determine who wins.

As this game is a sandbox-style game, it poses minimal character limitations, and provides the player with a great deal of freedom. The freedom to roam and select which battles you will be participating in still gives the player a great deal of fun, but in a less stressful environment. One major benefit of the free-roaming games ensures that each time you play, you have a different experience. Expectations of other games have become stale and unoriginal. Them's Fightin' Words provides a new outlook on games and keeps players entertained through a variety of twists and turns.

2 | Project Objectives

The objective is to create a game that has a player interacting with NPCs in their environment and having arcade style fights with them.

The game should include the following:

- Player
 - Health
 - Attack Damage
 - Walks around
 - Can talk to NPCs
- NPCs
 - Has unique dialog per NPC
 - Gets upset when the player chooses options
 - Health
 - Attack Damage
- Interactable
 - Doors can take the player to new areas
 - Items can be used to fight with and effect Attack Damage
- Menu/UI
 - Show player health and enemy when fighting
 - Allow the player to pause the game
 - Settings to change audio volume
- Audio
 - Background music
 - Sound effects for actions
- Levels
 - Top down 2D levels to walk around in with NPCs
 - Side 2D fight levels
 - minigames

3 | Current Systems

There are two main parts of our game that are done well in other games. The first are the Overworld & Scene Change systems. Them's Fightin' Words will be very similar to the 2D Pokemon games in this regard. In Pokemon, the player goes from town to town battling Gym Leaders, as well as other Pokemon Trainers on the way, trying to become the best Pokemon Trainer in the region.

The second part is the battle system. Ours will be similar to the Street Fighter games, but more streamlined. In Street Fighter, the player uses their character to fight against an NPC enemy. There are different attack buttons with different properties, you can hold back to block, and both characters have a displayed life total. When one character's life total is reduced to zero, the other character wins.

4 | Intended Users and Their Basic Interactions with the System

Our game will appeal to long-time fans of traditional arcade-style fighting games, while still being accessible to people who have never played an arcade fighting game before. Similarly, to games like Footsies, we intend to simplify the core design of fighting games down to the base elements while keeping them fun and interesting. The walkaround elements will be familiar to JRPG fans as well. We will also add WarioWare style minigames for specific NPC interactions.

- Fans of arcade-style fighting games
- Fans of humorous RPG styled games

Interactions

- Can use keyboard, controller, or haptic controls (mobile) to control character
- Dialogue options to get into fights with NPCs

5 | Known Interactions with Other Systems Inside/Outside the Client Organization

Games can be downloaded from platforms such as the following:

- Steam
- GOG
- Google Play Store
- Apple App Store
- Nintendo eShop

This game can be uploaded and developed to the stated sources with various methods for purchase and download.

6 | Known Constraints to Development

- Limited time for development
- Lack of access to some things in Unity, ie development for Nintendo Switch
- Lack of specialists in most areas of developing our game (we're learning as we go)

- Funding: We can't afford to hire custom graphics artists or sound engineers to make the highest quality product.

7 | Project Schedule

Dates	Description
September 9, 2021	Code repository is chosen and submitted. Directory Structure is defined.
September 21, 2021	Software Analysis Demo Due
September 30, 2021	Initial draft of the code will compile and run
October 7, 2021	Test and production compile paths will be available and able to run.
October 21, 2021	Code will look like a video game with some features missing.
November 16, 2021	Final Product Due
December 9, 2021	Final Presentation

8 | How to Submit Proposals

Please email all proposals, in pdf format, to Jeffrey Smith, Contracts Coordinator for the Middle Man Group at proposals@middle.man.com. You can contact him directly at (208) - 555 – 5555 if you have any questions. All questions will be reproduced and distributed to all applicants.

9 | Dates

All proposals must be submitted to Jeffrey by 1:00 pm PST on September 21st, 2021. Decisions regarding proposals will be made by 5:00 pm on September 28th, 2021. All applicants will be notified regarding these decisions at that time.

10 | Glossary of Terms

Sandbox - Specific game genre. It is a style of game where there are minimal limitations to the characters and allows players to make most decisions. Players roam freely around a virtual world and the game play is non-linear.

Unity - A cross-platform game engine developed in 2005 by Unity Technologies. Unity offers developers the ability to create advanced video games in both 2 and 3 dimensions. It includes the important features to make games work and allows the running gaming systems to be compatible with computers, consoles and mobile devices.

Top Down 2D - A game with a view from the above perspective in two dimensions. It offers a large advantage point from an overhead angle, giving a full view of the action.

Side View 2D- A game with a view from the side in two dimensions. The camera angle pans along with the characters as it moves left and right.

NPC - Non-player character is any character that is not controlled by the player. It is pre-programmed and controlled by the computer. They can be used within games to control the plot by presenting scripts to characters after interactions or by giving characters additional objectives.

Battle- Combat between two characters, either against another character controlled by another player or artificial intelligence. Battles can vary in style but often feature a winner, special featured moves, and rapid sequences triggered by certain keystrokes or motion with the mouse or joystick.

Mini game- a game inside another game that augments the main game.