Proposal

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Kharazmi University

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Cover Letter

Dear Dylan Jadeja,

We are pleased to submit our proposal for the game development opportunity at Riot Games. With our expertise in creating engaging and innovative games, we believe we can contribute meaningfully to your vision of delivering exceptional player experiences.

We are excited about the possibility of collaborating with Riot Games and look forward to further discussions.

Thank you for your time and consideration.

Sincerely,

[Maryam Mohammadi , Ghazal Taghilu]

To Dylan Jadeja

From MQ company

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Executive Summary

This proposal outlines our approach to developing the game for Riot Games. We will create an engaging and immersive gameplay experience that prioritizes smooth performance, responsive controls, and captivating visuals. Our solution will leverage advanced game development tools and technologies to ensure scalability, security, and seamless gameplay.

Company Background

History and Expertise

MQ has been delivering high-quality web and game development services for over 4 years. We specialize in creating interactive games using various programming languages, with a strong focus on Python.Our expertise extends to creating seamless user experiences with a focus on performance, functionality, and aesthetic design.

Key Personnel

Maryam Mohammadi:

- *Project Manager* – Over 3 years of experience managing and developing game projects, including expertise in leading game development teams.
- *UX/UI Designer* – Specializes in designing user-friendly and visually appealing game interfaces, enhancing player engagement and overall experience.

Ghazal Taghilu:

- [*Frontend* Developer, Game Designer, etc.]
- *Lead Frontend Developer* – Skilled in HTML, CSS, JavaScript, and responsive design, with a focus on creating dynamic user interfaces for games.
- Brings unique expertise to the team in

Project Plan

Approach

We will follow an agile development methodology to ensure flexibility and timely delivery. The project will be divided into the following phases:

1. **Requirement Analysis**: Understand and document detailed game mechanics, features, and player experience goals.
2. **Design**: Develop game concept art, wireframes, and UI/UX mockups to guide the visual and interactive design of the game.
3. **Development**: Implement core game functionalities, including character controls, enemy AI, and scoring systems, using Python and other necessary technologies.

4. **Testing**: Conduct thorough testing, including gameplay, functionality, and performance tests, to ensure a seamless player experience.
5. **Deployment**: Deploy the game to a staging environment for final approval, followed by the launch on the desired platform(s).

Timelines and Milestones

- **Requirement Analysis (December 1 - December 3)**: Understand and document detailed game mechanics, features, and player experience goals.
- **Design (December 4 - December 6)**: Develop game concept art, wireframes, and UI/UX mockups to guide the visual and interactive design of the game.
- **Development (December 7 - December 10)**: Implement core game functionalities, including character controls, enemy AI, and scoring systems, using Python and other necessary technologies.
- **Testing (December 11 - December 12)**: Conduct thorough testing, including gameplay, functionality, and performance tests, to ensure a seamless player experience.
- **Deployment (December 13 - December 14)**: Deploy the game to a staging environment for final approval, followed by the launch on the desired platform(s).

Technical Approach

Technologies and Tools

- **Python**: The core programming language used for game logic, player controls, and enemy AI.
- **Pygame**: A powerful Python library for creating 2D games, used for handling graphics, sound, and user input.
- **Audacity**: For editing and managing sound effects used in the game.
- **Visual Studio Code**: The integrated development environment (IDE) used for writing and managing the game's codebase.
- **Git**: For version control, ensuring collaboration and progress tracking.

Key Features

- **Player-Controlled Shooting Mechanism**: The player can move left and right and shoot projectiles to defeat enemies.
- **Enemy Waves**: Challenging enemies spawn at random intervals and locations, progressively increasing in difficulty.
- **Coin and Life Tracking**: The player earns coins for every enemy killed, while also keeping track of remaining lives to survive longer in the game.
- **Army Feature**: Special 'army' enemies appear occasionally, adding complexity. They grant additional lives if they cross the player’s defense.
- **Sound Effects**: Integrated sound effects for shooting and in-game actions, enhancing the player’s experience.
- **Responsive Controls**: Optimized keyboard input for smooth and controlled player movements.
- **Detailed User Interface**: A clean, minimalist interface showing the player’s lives, coins, and progress.

Cost Proposal

Description	Cost
Requirement Analysis	200,000
Game Design	1,200,000
Development	1,500,000
Testing and QA	600,000
Deployment	200,000
Post-Launch Support	500,000
Total	4,200,000

Previous Work

Similar Projects

- **2048 Game**: A puzzle game where players combine numbered tiles to reach the 2048 tile. The game features a simple yet engaging user interface with smooth controls and logic implemented in Python.
- **Space Invaders Clone**: A 2D shooting game where the player controls a spaceship, aiming to shoot down waves of enemies. The project involved sprite management, collision detection, and sound effects integration.

- **Maze Runner**: A Python-based maze exploration game where players navigate a series of levels filled with challenges, solving puzzles while avoiding obstacles.
- **Pong Remake**: A classic two-player game recreated using Python, focusing on smooth gameplay mechanics, basic physics for the ball movement, and an intuitive control system for the paddles.

References

References

- **2048 Game**
  - Email: game2048dev@gmail.com
  - Phone: 0935*******
  - Project: Developed a Python-based 2048 puzzle game with a smooth user interface and interactive gameplay mechanics.
- **Space Invaders Clone**
  - Email: spaceinvadersupport@gmail.com
  - Phone: 0935*******
  - Project: Built a 2D shooting game in Python featuring sprite management, enemy waves, and sound effects.

Terms and Conditions

- The project will commence upon signing of the contract and receipt of an initial payment of 20% of the total project cost.
- The remaining payment will be made in installments based on the completion of specific project milestones (e.g., Design Phase, Development Phase, Testing Phase).
- Any additional features, changes in scope, or modifications to the original project plan will be subject to a change order and may incur additional costs.
- The project timeline is subject to adjustments based on timely feedback and approval at each stage.
- Intellectual property rights for the game will be transferred upon full payment.

- Bug fixes and minor adjustments will be included in the maintenance phase, which will last 30 days after deployment.

Contact Information

For any queries or further information, please contact:

- **Name: Maryam Mohammadi**

- **Title:** *Project Manager*

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- **Phone:** 0935406****

- **Name: Ghazal Taghilu**

- **Title:** Game Designer

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