Request for Proposal

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Introduction

Purpose

This Request for Proposal (RFP) invites qualified game development firms and freelancers to submit proposals for the development of *Tirandazi*, a 2D shooting game. The purpose of the project is to create an engaging and interactive game where players control a character to shoot enemies, collect coins, and face challenging waves of opponents. The game will focus on providing an entertaining experience with smooth gameplay, captivating graphics, and balanced difficulty.

Company Background

Riot Games is dedicated to providing innovative and immersive gaming experiences to players worldwide. We aim to create engaging, competitive, and highly interactive games that foster a strong sense of community and bring people together through shared experiences. Our focus is on pushing the boundaries of game design and ensuring that every player has a thrilling and enjoyable experience.

Project Overview

Project Goals

- o Develop a responsive and interactive 2D shooting game that offers an engaging experience.
- o Implement smooth player controls for better responsiveness and ease of movement.
- o Introduce dynamic enemy behavior and various difficulty levels for added challenge.
- o Integrate sound effects and music to enhance the gaming atmosphere.
- o Add a coin collection and life system to provide rewards and increase player engagement.
- o Ensure compatibility and optimized performance on different platforms (Windows, macOS).
- o Provide an intuitive user interface, with clear visual elements such as health and coin counters.

Project Scope

The scope of the project includes the design, development, testing, deployment, and maintenance of the 2D shooting game, Tirandazi. The game will be developed using Python

as the primary programming language, with an emphasis on creating an engaging user experience and efficient gameplay mechanics.

Proposal Guidelines

Submission Instructions

Proposals must be received by 11/22/2024 . Please send your proposals to Djadeja@riotgames.com . Proposals received after this date will not be considered.

Proposal Format

- **Cover Letter:** Brief introduction of your firm, including contact information.

- **Executive Summary:** Overview of your proposal.

- **Company Background:** History, expertise, and key personnel involved in the project.

- **Project Plan:** Detailed plan outlining your approach to the project, including timelines and milestones.

- **Technical Approach:** Description of the technologies and tools you will use.

- **Cost Proposal:** Detailed budget including all costs associated with the project.

- **Previous Work:** Examples of similar projects completed.

- **References:** Contact information for at least three clients for whom you have completed similar work.

Detailed Requirements

Functional Requirements

o **Player Movement:** The player should be able to move left and right using arrow keys or WASD controls.

o **Shooting:** The player can shoot bullets by pressing the spacebar.

- o **Enemy Movement:** Enemies move vertically from top to bottom, with a random horizontal position at the start of the game.
- o **Enemy Interaction:** When the player's bullet hits an enemy, both the bullet and the enemy are removed, and the player earns coins.
- o **Lives System:** The player starts with a set number of lives, and when they collide with enemies, they lose a life.
- o **Army Units**: Special army units occasionally appear and grant the player an extra life when collected.
- o **Scoring:** Players earn points for defeating enemies and can accumulate coins that may be used to track progress or unlock features.

Design Constraints

- o **Frame Rate**: The game should maintain a smooth frame rate of at least 30 FPS for fluid animation.
- o **Load Time**: The game should load within 5 seconds on average, even with large asset files.
- o **Collision Detection Speed**: The game should detect collisions (e.g., between bullets, enemies, and the player) within 0.05 seconds to ensure responsive gameplay.

Security Requirements

- o **Responsive Design**: The game window should scale appropriately based on screen size to ensure usability across different devices.
- o **Visual Aesthetics**: The design should be consistent with a space-themed environment, using a color palette of dark blues, blacks, and neon accents to match the sci-fi theme.
- o **Asset Quality**: All images and sounds used should be optimized for smooth gameplay without sacrificing visual or audio quality.
- o **Game Accessibility**: The game should include accessible controls for players with varying abilities, such as keyboard support for players who may have difficulty using a mouse.

Project Timeline

The development of Tirandazi is expected to begin on December 1, 2024 and be completed by December 14, 2024. Below is the revised timeline:

- **Requirement Analysis: December 1 – December 3, 2024**
  (Understand and document detailed game mechanics, features, and player experience goals.)

- **Design Phase: December 4 – December 6, 2024**
  (Develop game concept art, wireframes, and UI/UX mockups to guide the visual and interactive design of the game.)

- **Development Phase: December 7 – December 10, 2024**
  (Implement core game functionalities, including character controls, enemy AI, and scoring systems, using Python and other necessary technologies.)

- **Testing Phase: December 11 – December 12, 2024**
  (Conduct thorough testing, including gameplay, functionality, and performance tests, to ensure a seamless player experience.)

- **Deployment: December 13 – December 14, 2024**
  (Deploy the game to a staging environment for final approval, followed by the launch on the desired platform(s).)

Evaluation Criteria

Proposals will be evaluated based on the following criteria:

- **Technical Expertise:** Experience and technical skills.

- **Project Plan:** Feasibility and completeness of the proposed plan.

- **Cost:** Overall cost and value for money.

- **References:** Feedback from previous clients.

- **Portfolio:** Quality and relevance of past projects.

Terms and Conditions

- **Tirandazi** reserves the right to reject any or all proposals.

- All submitted proposals become the property of **Tirandazi**.

- The winning bidder will be required to sign a contract with **Tirandazi** that includes project details, timelines, costs, and confidentiality agreements.

- The project will be initiated only after the signing of the contract and the receipt of an initial payment.

- Any changes in scope or additional features requested during development may incur additional costs and require a new agreement or amendment to the existing contract.

Contact Information

For any queries or additional information, please contact:

- **Name**: Dylan Jadeja

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