

513 Studios

Dread

Request for Proposal  
Version 1.4

Document History

|  |  |  |  |
| --- | --- | --- | --- |
| Version | When | Who | What |
| 1.0 | 9/8/22 | Jordan, Taylor, Dan | Initial Drafting |
| 1.1 | 9/16/22 | Jordan | Initial sections 4-6 |
| 1.2 | 9/19/22 | Dan | Initial sections 1-2 |
| 1.3 | 9/20/22 | Dan | Final sections 1-3 |
| 1.4 | 9/21/22 | Jordan | Final Touchup |

Table of Contents

1. Problem description
2. Project Objectives
3. Current System(s) – if any or similar systems
4. Intended users and their interaction with the system
5. Known interactions with other systems inside/outside the client organization
6. Known constraints to development
7. Project Schedule
8. How to Submit Proposals
9. Dates
10. Glossary of terms

# Problem Description / Opportunity / Expression of Need

The video game market is a flourishing industry. Due to the recent pandemic, video games have become one of the most popular mediums for audiences worldwide. However, due to these circumstances and economic problems, video game hardware and software costs are rising along with demand. Our goal at 513 Studios is to provide a quality product while maintaining its affordability for the consumer.

Top-down shooters are a favored genre for many consumers. It delivers an engaging experience without the concern of motion sickness that other modern genres possess. We are interested in hiring a creative and dedicated group of individuals who enjoy creating such a product while maintaining our standards of quality and affordability.

# Project Objectives

The objective is to create a fast-paced top-down shooting game. A preference for two-dimensional graphics will be used to create a graphical environment like the 32-bit era of the 1990’s. This approach is intended to appeal to a broad range of ages in the player base. Randomized room encounters will ensure variety and replayability.

The game should include the following:

* Player
  + Keeps track of level progression.
  + Movement within a room.
  + Interacting with objects and attacking enemies.
  + Despawns and respawns when health points are reduced to zero.
  + Records player’s upgrades and stats.
* Interactable items
  + Objects the player can pick up that are dropped by enemies or received  
    as room rewards.
  + Objects the player can interact with.
  + Player can exchange dropped objects with currently equipped objects.
* Enemies
  + Spawn within a room.
  + Chases the player when they enter the line of sight.
  + When defeated by the player, drops upgrades or items and despawns.
* Menu/UI
  + A new/load game menu is displayed when the game is initialized.
  + A settings menu can be accessed and provides further access to a help menu.
  + Health and item type/stats HUD.
  + Can adjust audio settings.
* Audio
  + Background music associated with level biome.
  + Sound effects for picking up dropped objects and enemy attacks.
  + Compressed and terminates after soundbite plays.
* Levels
  + Able generate rooms randomly.
  + Able to orient rooms based on player’s exiting direction.
  + All paths are blocked until end of room encounter.
  + Last direction player entered from remains blocked and despawns   
    previous room.
  + After three(minimum) room encounters, a checkpoint room is generated.
  + After exiting the first checkpoint room, a new room biome is generated.
  + Aside from saving the PC state, checkpoint rooms also provide the player with the choice of a health pickup or weapon item upgrade.
  + After two checkpoints have been interacted with, a boss arena is generated.
* Save/Load
  1. Starting room and checkpoints save PC’s state.
  2. Able to load saved state progress from the start screen.

# Current System(s) – if any / similar systems

Many 2D top-down shooters have been developed in recent years. Most indie developers favor this type of graphical style for several reasons. The first is for the simplicity of game mechanics, and the second is to draw upon nostalgic associations for older gamers. Games like The Binding of Isaac and Enter The Gungeon embrace this theme, although their gameplay loops differ based on their rogue-like mechanics. Games like Returnal embrace a similar format but is 3D and the sci-fi genre.

**Returnal – Playstation Studios**

Returnal is a randomly generated sci-fi “bullet hell” 3D shooter with a heavy rouge-like gameplay element and science fiction setting. As the main female character, you crash land on an unknown terrestrial planet. Each death results in a death loop where the character must start from the crashed ship and attempt to progress further each run. The goal is to explore, upgrade equipment, and survive against hostile extraterrestrials.

**Key Features:**

1. Weapon upgrades by dropping previous equipment for new upgrades.
2. Randomly generated maps.
3. Multiple zone boss encounters are required to proceed to the next zone and escape.
4. Upgrade choices in certain rooms that are polarizing based on the player's needs.
5. Forced arena-type battles

**Enter The Gungeon**

In Enter The Gungeon the player chooses an avatar with unique weapons and abilities for their run. The goal is to encounter randomly generated rooms, upgrade equipment, and defeat four randomly generated bosses to get to the final boss floor and its encounter.

**Key Features:**

1. Weapon upgrades can be purchased at shops or obtained from boss chests.
2. Dodge roll mechanics to avoid enemy projectiles.
3. Room hazards such as spikes, pits, and other damaging terrains.
4. Random room generation and enemy types.
5. “Push your luck” progression.
6. Limited health pickups.

# Intended users and their basic interaction with the system

The intended user is a person who enjoys playing 2D shooters. This may include beginner players and more experienced gamers.

The player will have to be able to download the game as well as have, and use, the correct hardware for their system. This may be a keyboard and mouse, or it may be a cell phone that is able to play mobile games.

# Known Interactions with other systems within or outside of the client organization

This project is intended to use the following:

* Mobile app platform release (i.e. Google Play Store)
* Mac/PC app release (i.e. Steam)
* 513 Studios resources
  + Any and all manuals currently owned by 513 Studios for company specific systems
  + All assets owned by 513 Studios

# Known Constraints to Development

* Funding
  + There is little to no funding available for this project, so all assets found must be able to be purchased for free.
* Must use Unity to develop game
* Non-compete
  + We are requiring this to be the only project you work on after accepting the contract. We want to ensure D.R.E.A.D. is of the highest quality.

# Project Schedule

|  |  |
| --- | --- |
| Description | Date |
| Post RFP | 9/21/22 |
| Proposals Due | 9/23/22 |
| Proposal winner chosen | 9/26/22 |
| 1st draft/working prototype due | 9/29/22 |
| Project complete | 11/14/22 |
| Final presentation | 12/8/22 |

# How to Submit Proposals

Please submit all proposals in pdf format by email to [dev.team@513studios.com](mailto:dev.team@513studios.com). Proposals must include a resume of all individuals involved.

# Dates

The deadline for submission is 12pm September 26, 2022. Winners will be notified, through email, by 12pm September 29,2022.

# Glossary of Terms

* **Assets**: Things used to create the game. Can be pictures, sounds, etc.
* **HUD**: Heads Up Display. Display that contains relevant information for the player on the main screen, such as health, ammunition, etc.
* **Platform**: hardware the game can be played on
* **Roguelike**: genre of role-playing games traditionally characterized by a turn-based gameplay, grid-based movement, permanent death of the character and procedurally generated levels.
* **Spawn**: live creation of a character, item, or NPC
  + **Respawn**: the recreation of an entity after its death/destruction
  + **Despawn**: the destruction of an entity
* **Unity**: Game development software