

513 Studios

Dread

Request for Proposal  
Version 1.0

Document History

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| --- | --- | --- | --- |
| Version | When | Who | What |
| 1.0 | 9/8/22 | Jordan, Taylor, Dan | Initial Drafting |
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# Problem Description / Opportunity / Expression of Need

What is the need for improvement of the existing \*system, or the need for the new system?

# Project Objectives

Specify the main objectives in detail. Include rational as to why each objective is important to your group.

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

Current system(s) used by your group (if any). If none, are there any systems that are similar to the one you would like to build?

# 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 players will have to be able to download the game as well as have and use the correct hardware for their system.

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

List up to three.

This project is intended to use the following:

* Mobile app platform release (i.e. Google Play Store)
* Mac/PC app release (i.e. Steam)
* One more I can’t think of right now!

# Known Constraints to Development

List up to three.

* 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

# Project Schedule

Broad overview. Must agree with the course schedule. Can include some of the potential meeting dates with milestones included.

# 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

Deadline for submission and when respondents will be notified that a winner is chosen.

# Glossary of Terms

Terms that are meaningful to your client group but might not be understood by someone outside your group.

\*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.