Coeur d'Game

Request for Proposal

Rogue Realm

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Version 1.0

Document History

Version	When	Who	What
1.0	1/31/24	Jacob Porath(TL1) Lacey Hunt(TL2) Michael Knutson(TL3) Caleb Carter(TL6)	Initial drafting of RFP
	2/12/24	All	Formatting

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1.0   Problem description / opportunity / expression of need

        We are currently seeking proposals to address the perceived shortcomings in the current landscape of rogue-like games, with a specific focus on enhancing both visual aesthetics and player engagement. The goal is to elevate the overall gaming experience by leveraging the dynamic nature of randomized gameplay. In addition, we are interested in proposals that are consciously designed to accommodate players with varying time constraints. Whether for short, casual sessions or longer gameplay, the flexibility of play duration is entirely at the discretion of the player.

        Rogue Realm is intended to be played by individuals of all age groups. The game will feature cartoonish fantasy violence, ensuring a broadly accessible and enjoyable experience. The design of Rogue Realm prioritizes short gameplay loops, offering players a dynamic and varied experience with each cycle through the game.

        Interested parties are invited to submit comprehensive proposals that not only address the aforementioned goals of enhancing visual appeal and player engagement but also demonstrate an understanding of the unique design principles and player accessibility features of Rogue Realm.

2.0   Project Objectives

        Rogue Realm will adopt a 2D side-scrolling format reminiscent of a platformer adventure, integrating elements of random level generation and a captivating fantasy theme. The key features are expected to encompass:

1. Platformer Mechanics
2. Randomized maps, enemies, and items
3. Side-Scrolling
4. Fantasy Theme

3.0   Current system(s) – if any / similar systems

Current similar games include:

1. The Binding of Isaac
2. Noita
3. Risk of Rain

4.0 Intended users and their basic interaction with the system

Rogue Realm is designed to cater to players of all age groups, featuring cartoonish fantasy violence for a universally enjoyable experience. The game is structured with concise gameplay loops, ensuring that each successive cycle presents a distinct and varied encounter compared to the previous one. Whether for brief or extended gaming sessions, Rogue Realm offers seamless playability, allowing players to engage at their discretion with ease.

5.0 Known interactions with other systems within or outside of the client organization.

We aim for the game to be playable on PC, Mac, and Android devices.
1. Google Play Store
2. Apple App Store
3. Other distribution platforms (Steam)

6.0 Known constraints to development

1. Potential randomization feature issues.
2. Time and funding.

7.0 Project Schedule

Date	Objective
2/13	Git repository and game storyboard completed
2/15	Present RFP/SA
3/20	Playable version without randomization (Test version)

4/1	MVP (initial draft) with randomized mapping implemented
5/1	Game complete
5/2	Present

8.0   How To Submit Proposals

Instructions for submitting proposals (i.e. electronically, etc.)

Contact our team via email (fakeemailforrfp@notreal.com) and include personal experience and relevance in this field. Please also include a brief description of why you would be a valuable asset to this team, should you be selected.

9.0   Dates

Deadline for submission is 2/14/2024 at EXACTLY 11:59PM PST, <u>NO SUBMISSIONS WILL BE ACCEPTED AFTER CUTOFF.</u>

10.0 Glossary of terms

Rogue-Like: A term used to describe a game that behaves in a way such that each new playthrough is fresh and carries no advantage from previous playthroughs (I.E. unlocks, items, or abilities unlocked from previous playtime).

Side-Scroller: A way to describe a game that is locked into a 2-Dimensional viewpoint, often times directly perpendicular from where the player character is facing, with the edges of the screen serving as the bounds for view distance.

Platformer: A style of game where navigation often uses floating platforms or otherwise to allow the player character or other environmental entities to move vertically through the environment, be it for an obstacle course of sorts, or for navigational convenience.

Perma-Death: This term is often used in regard to rogue-like/lite games to describe the gemplay behaviour in which no items/unlocks/abilities or otherwise will carry over between games in order to provide a sense of progression unique to each playthrough. This is often coupled with random item/enemy/ability spawns in order to make each playthrough feel unique as it is unlikely to ever have two playthroughs that are identical.

Fantasy/High Fantasy: Fantasy is a descriptor for environmental/visual design that adheres to, or references themes from times of medieval ages or other historic time periods. This is often mixed together with magical or mythical themes such as elves/dwarves/dragons/knights/gods and devils/etc.

*If you do not understand or know the meaning of a phrase or word found in this document, please feel free to reach out to our team by our email. (fakeemailforrfp@notreal.com) We would be happy to provide any explanation or answer any questions regarding this document.