Incoming!!

Request for Proposal
Version 1.0

Document History

Version	When	Who	What
1.0	2/6/2023	Luke Foster Kevin Wing Gary Banks Connor McElroy	Initial Drafting

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1.0   Problem description

The need for more exciting games in the world is never-ending. The advanced and widespread nature of gaming computers and console technology has made the gaming market explode in recent years. As such, smaller indie development studios have popped up everywhere, and they have demonstrated consistent ability to put their own unique spins on smaller indie projects. These special and niche projects act as a great complement to the large AAA projects that dominate the market nowadays. The world needs more intense, high-speed special flavors of indie titles to diversify the market. Thus, Gruntworx is seeking a video game development studio to make the next intense, high octane twin stick shooter with a dangerous, no rules dodgeball theme.

2.0   Project Objectives

The objective is to make a fast-paced action twin-stick style arena dodgeball game. A formally structured string of arena challenges puts the player against mobs of AI opponents, ultimately going up against dodgeball minibosses before an ultimate final boss.

The game should include:
- Player
  - Can move, aim and pan camera
  - Has tracked heath and powerup stats
  - Can attack opponents within levels
- Enemies
  - Spawns in waves within level
  - Attacks player when able
- Dodgeball projectiles
  - Can be thrown by enemies as well as the player
  - Is able to repeatedly bounce off of level geometry
  - Can self-strike players or AIs that throw it
- Bosses
  - Boasts unique capabilities the player can unlock for themselves after defeating the boss
  - Spawns after waves of standard enemies are beaten
- User Interface
  - Can be used to start/load games
  - Provides the player key information mid-conflict
  - Can adjust certain player settings
- Audio

- ○ Intense sound effects for player and AI actions
- ○ Fitting background music

3.0   Similar Systems

Similar systems include the game Hotline Miami and arcade machine Smash TV.

Hotline Miami -
>   Developed by Devolver Digital and released in 2012 for PC and multiple consoles. This game is a single player, high intensity and fast paced twin stick shooter set in 1989 Miami, Florida. The player plays as multiple characters involved in the story and will take on missions given by a stranger via phone calls. Each mission takes place in a building, of which has multiple floors. Each floor has enemies spawned in predetermined areas and the player must kill all enemies before being able to move to the next floor. The player has one life and will fight through these floors by shooting enemies with various guns and using the top down camera to pan and reveal enemies in rooms and hallways. If the player dies, the floor and enemies will be reset along with the score. Score is built by killing enemies quickly.

Smash TV -
>   Developed by Eugene Jarvis and Mark Turmell for Williams Electronics Games in 1990 for multiple consoles and arcade machines. Smash TV is a twin stick shooter set in the future year of 1999 where one or two players play as contestants on a live combat TV show to win various prizes. The player will fight numerous waves of enemies in each level using a pistol with the chance of enemies dropping more powerful weapons or power ups for the player to pick up. Enemies also have a chance of dropping money or other prizes that increase the player's score. All levels end with a boss fight that is more difficult than the other arenas. When the player beats the boss, all the cash and prizes the player got will be counted towards a final score.

4.0   Intended users and their basic interaction with the system

Intended Users:
- Gamers who are interested in twin stick shooters or arcade style top down camera shooters

Uses:
- A keyboard or controller to control player characters
- Use the levels walls and obstacles to quickly strike enemies
- Survive increasingly difficult waves of enemies to eventually fight a harder boss
- Find enjoyment and excitement in fast paced, high octane gameplay

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

PC Game Stores: The game is planned to be sold on Epic Games Store, Steam and GOG

Operating Systems: The game will run on Windows, OSx and Linux

6.0   Known constraints to development

- Time needed for game and asset development.

- The game must be built with the Unity Engine.

- To cater to a diverse market of gamers, the game must run on multiple operating systems, specifically Windows, OSx and Linux.

7.0   Project Schedule

Date	Description
February 9th, 2023	RFP will be posted
February 16th, 2023	System analysis demonstration
February 23rd, 2023	Deadline for proposal submission
March 2nd, 2023	Winning proposal selected, winner notified
March 16th, 2023	Basic game framework built
April 13th, 2023	Game should look complete, some features missing
May 4th, 2023	Final product demonstration

8.0 How To Submit Proposals

Please submit all proposals via email in PDF format to: proposals@gruntworx.net

All proposals should include your quoted price and the resumes of the team members who would be working on the project.

Any questions regarding the project or the proposal process can be sent to proposals@gruntworx.net.

All questions, answers, and other relevant information will be made available at gruntworx.net/incoming_proposals.

9.0 Dates

Proposals must be submitted by 5:00pm PST on February 23rd, 2023.

All applicants will be notified of proposal selection by 5:00pm PST on March 2nd, 2023.

10.0 Glossary of terms

Twin Stick Shooter: A video game style where the player controls their character by using one analog stick on a controller to move the character and the other analog stick to aim their gun. These use a top down camera that is usually centered on the player's character.

Top Down Camera: A camera that is above the player's character, giving them a birds eye view of the game.

Panning the Camera: Panning the camera is when the player uses the aiming analog stick to move the camera beyond the center of their character, allowing them to see further ahead or into areas beyond what they could normally see.