



# MeteorBeat

from Pulsar

Request for Proposal

Version 1.0

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## 1.0 PROBLEM DESCRIPTION

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Modern video games are user-hostile and dabble in many activities that contribute to long term user unhappiness. Microtransactions, “always online” features, various copyright protections, launch day paid expansions, and more. Unfortunately, users are becoming used to this. Instead of users focusing on what's in their wallets, users should be empowered to enjoy their games. With no frills and no nonsense getting in the way.

Enter MeteorBeat.

MeteorBeat is a small indie game with a hardline focus on user enjoyment that will curtail many bad habits in modern gamers. Many today find it fun to sit for hours in front of a monitor glow, grinding for an expensive item drop -- or worse -- paying out of pocket for the newest skins, or to gain an edge over their opponent, MeteorBeat eschews this in the name of fun. Clean, quick, good fun. Video games should not dominate users lives or relentlessly ask users for their money.

## 2.0 PROJECT OBJECTIVES

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MeteorBeat is an independent, minimal action game with a focus on great music and great user experience. It's largest boast is being the antithesis of microtransactions. MeteorBeat will feel familiar to the hardcore Dance Dance Revolution players and the oldschool Space Invader wizards. Taking place in space the user must command their ship to pass through “rings” to the beat of industrial electro all while avoiding incoming meteors.

MeteorBeat will include:

1. A menu when the player initially starts the game, from which they will be able to select levels or quit.
2. Music that is unique to each level.
3. A rocketship that the player can control.
4. Boundaries that the player cannot fly beyond.
5. Obstacles that can be collided with which may result in game over.
6. Rings that will increase the score counter.
7. Power ups that can provide temporary boosts to the player.
8. A finish line that will cause the level to be completed and bring you to a level complete screen that displays your score.
9. A game over screen.
10. A progress bar indicating your progress through the level.

## 3.0 PRIOR ART AND CURRENT SYSTEMS

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As mentioned in the previous section MeteorBeat does share certain factors with a few well known video game titles. Rhythm type games and games that involve moving a ship through space are immediately noted for similarity. Comparing to DDR (Dance Dance Revolution) and Space Invaders may not do the most justice. The most similar games with respect to user experience we've found include:

### 1. Geometry Dash

Geometry Dash is rhythm-based platformer that takes place in a two dimensional world, which is its first notable break in gameplay with what MeteorBeat is aiming to be. In Geometry Dash players move forward at a constant pace and can jump to avoid obstacles in their way. MeteorBeat allows the user to move around in three dimensions -- avoid incoming asteroid and passing through "rings" to score points. Geometry Dash's Obstacles and UI elements are timed to the pace of the level's soundtrack. This is comparable with MeteorBeat, except in MeteorBeat obstacles are not timed to the beat of the rhythm, but the "rings" used for

scoring points are. MeteorBeat's obstacles are a set of randomly generated, constantly approaching asteroid that if collided with, will end the level. Geometry Dash has no concept of "scoring points" because the only way to further progress is by "staying alive" longer, i.e. not colliding with any obstacles. In both games colliding with an obstacle/asteroid will end the level.

## 2. Super Hexagon

Super Hexagon is an independent, fast-paced twitch video game in which the player controls a triangle on a hexagonal grid in the center while walls come from the edges of the screen. The player's only choices are to pivot around the center, avoiding incoming walls (obstacles) to survive. The games are played to a chiptune soundtrack, a background that regularly changes colors, all while the walls' directions occasionally flip. Again this game is set in a two dimensional world, breaking with MeteorBeat, but the same basic concepts are there: move your player to avoid obstacles to the beat of a rhythm.

Super Hexagon lacks a non-time based point system, much like Geometry Dash. MeteorBeat's players will travel through rings, in between dodging incoming asteroids, to score points while trying to outlive the level. Super Hexagon's walls are comparable to MeteorBeat's asteroids and instead of having a chiptune soundtrack MeteorBeat is played to "industrial electro."

## 4.0 DEMOGRAPHICS AND USE CASE

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We do not intend age, socioeconomic brackets, or regionality to be a factor in our user base. Our user is one who wants to have fun with low "buy in." meteorBeat doesn't cost much, it's simple and quick to play, and does not require a high amount of attention from the user. In the future Pulsar is determined to see MeteorBeat played on your phone while waiting in line at Starbucks, on the way to class at your local university, or in another browser tab while you wait for a

YouTube video to load. When our users have a boring moment to spare, they'll gladly opt in for a quick 30 seconds to couple minute long game of MeteorBeat.

MeteorBeat will lack any violence or rather factors that would make ESRB rate higher than the standardized “E for Everyone” rating. Children are more than welcome to MeteorBeat.

Gaming experience is a non-factor. Our users will range from old to young.

We aim to give users:

1. Fun.
2. Low “buy in” or commitment.
3. High replay music.
4. Introduce users to good music.
5. Low stress.

## 5.0 INTERACTIONS WITH EXTERNAL SYSTEMS

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MeteorBeat will be playable on several devices and form factors. Every time a new release will be cut for MeteorBeat it will need to be deployed to several external systems, see “distributions methods” below. This will enable the game to be played on the devices listed below, and give discovery to MeteorBeat.

Devices:

1. iOS
2. Android
3. Windows
4. Mac OS
5. Various GNU/Linux distributions
6. Various web browsers (not limited to Firefox, Edge, or Chrome but all “modern” browsers).

Distribution methods:

1. Apple App Store
2. Android Play Store
3. Binaries listed on Pulsar website for use on Windows, MacOS, and GNU/Linux.
4. Available to play via the Pulsar website.

## 6.0 DEVELOPMENT CONSTRAINTS

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Due to MeteorBeat aiming to be available on several devices and distribution systems we've chosen to limit its development to Unity. This enables developers a near "one click export" to several different devices.

Funding is limited. Pulsar has \$74,900.00 amount available to pay for development and any hosting needs MeteorBeat will need.

MeteorBeat launches December 12th. Development will be either finished or in the final stages by the beginning of December. If in the final stages the game will still be playable by December 1st.

## 7.0 PROJECT SCHEDULE

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- 9/26/18 - Code repository and Gantt Timeline.
- 10/3/19 - weekly status report skeleton code.
- 10/10/19 - Two branches: one for production; one for testing.
- 10/24/19 - Show code running, and final product takes form.
- 10/31/19 - Update Gantt Chart show code running.

- 11/7/19 - Finish up game for final weeks.
- 12/5/19 - Presentation.
- 12/1/19 - Development complete.
- 12/12/19 - Final Presentation and game launch.

## 8.0 SUBMITTING PROPOSALS

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Please email all proposals in pdf format via email to [business@meteorbe.at](mailto:business@meteorbe.at) Senior Vice President and Chief Software Engineer at [vp@meteorbe.at](mailto:vp@meteorbe.at). Any questions please contact them at (208) 457-2203. Any and all questions will be reproduced and distributed to all applicants.

## 9.0 DATES FOR PROPOSALS

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Pulsar will officially be admitting proposals September 19th at midnight. All proposals must be submitted by November 1st at midnight, no exceptions. All individuals who submit will hear back from us by November 15th at midnight. By that time we will determine what company(s) or individual(s) to move forward with.

## 10.0 GLOSSARY OF TERMS

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**Microtransactions:** a business model where users can purchase virtual goods with micropayments. Microtransactions are often used in free-to-play games to provide a revenue source for the developers.



**Grinding:** a term used to refer to the playing time spent doing repetitive tasks within a game to unlock an item or to build the experience needed to progress through a game.

**Industrial Electro:** An electronic dance music subgenre that emerged from industrial music in the mid-1980s.

**Chiptune:** a style of electronic dance music made using the programmable sound generator sound chips in vintage arcade machines, computers and video game consoles.

**Form Factor:** an aspect of hardware design which defines and prescribes the size, shape, and other physical specifications of components, particularly in consumer electronics and electronic packaging.

**Binary:** A file on a computer that is not a text file (not human readable) and is “executable” and performs some function when executed.

**Unity:** a cross-platform game engine.