Nitrogen Interactive

Return of the Exiled: Where is My Sandwich?

Request for Proposal
Version 1.0

Document History

Version	When	Who	What
1.0	09/17/25	Trevor DeVries Eric Johnson Yoshi Werner Haddie Meyer Miles Kison Torry Chmelik Andersen Westphal	Initial Drafting

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1.0   Problem description / opportunity / expression of need

With all the troubles in the world today, we feel that gamers don't need, or want, yet another dark and gritty RPG. What they "knead" is a light-hearted game that is focused on taking their minds off their worries through humorous sandwich puns. Additionally, players are hungry for new games that rise above the rest. This is the gap in the market that we intend to fill.

2.0   Project Objectives

Nitrogen Interactive is seeking a contractor to develop a single player rogue-like RPG using the Unity game engine. This game should be focused on fun and the sandwich theme. The player should be able to upgrade certain parts of their character and their weapons using money, or "dough", dropped by defeated enemies. Enemies should get progressively more difficult to defeat as the game continues, requiring the player to upgrade and improve their skills to move through a level.

The features should include:

- Top down 3D environment
  - 2 regular maps
  - 1 boss map
- Main character
  - Skill tree
    - Abilities
  - Weapons
    - can attack enemies
  - Health
  - Energy/Weapon cooldown
- Enemies
  - Multiple types
    - minion (drops "dough")
    - boss (drops weapons or large amounts of "dough")
  - AI combat
    - attack the player when within range
- Crafting system
  - Spend dough for a chance to improve item stats
    - Example: Spend 5 "dough" for a chance to improve sword damage by 50%
- Shop
  - Spend "dough" to buy items and weapons

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

Path of Exile 2

"Path of Exile is an online Action RPG set in the dark fantasy world of Wraeclast. It is designed around a strong online item economy, deep character customisation, competitive PvP and ladder races." -Path of Exile website (https://www.pathofexile.com/game)

We will be looking for inspiration from Path of Exile for our character skill upgrade and item crafting features. However, the humor inherent to our game sets it apart from the style of Path of Exile.

4.0   Intended users and their basic interaction with the system

Users

- Gamers who are interested in RPGs but are looking for a change of pace.

Uses

- Escape from the sad realities of life
- Dopamine production

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

We would love to incorporate our game into a game store such as Steam. Outside of this, there are no known interactions with other systems within or outside of the client organization.

6.0   Known constraints to development

- Lack of knowledge in game development.
- Limited free art and music assets are available online.
- Time to finish the project

7.0   Project Schedule

Date	Time	Objective
08/26	1 hrs	Divide group into sections to separate tasks/objectives/setup Git Repository
09/17	2 hrs	Create RFP
09/25	18 hrs	SA prep and presentation
10/23	40 hrs	MVP working for game
11/05	30 hrs	Extra features added
11/08	10 hrs	Pre-release
11/15	1 hrs	Release
12/11	1 hrs	Final Presentation

8.0   How To Submit Proposals

Email the team lead at west5130@vandals.uidaho.edu.
Include 'CS 3383 NI RFP' in the subject line.

9.0   Dates

All those who are interested must submit their full response by 9:00 am 09/24/25. Respondents will be notified of the final decision within 24 hours. Late submissions will not be accepted.

10.0 Glossary of terms

TOP DOWN - The camera is above the player, following them as they move around the map.

ROGUELIKE - When the player dies, they restart from the beginning with no upgrades along the way.

RPG (Role Playing Game) - A game genre where the player takes on the role of a character within a fictional world, and makes choices according to that role.