Team 2 Studios

Chance of Drizzle

Request for Proposal Version 1.0

Document History

Version	When	Who	What
1.0	9/15	Sasha Bearman-Drummond	Initial Drafting

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1.0 Problem description / opportunity / expression of need

The goal for this project is to make a game similar to Risk of Rain 2 and other rogue-likes in the same genre. Our game, Chance of Drizzle, will follow this general structure but with our own twists. Each stage will have progressively harder enemies and better upgrades to your own

character. We believe that there is a strong market for a game of this type due to the success of other games in the genre.

2.0 Project Objectives

For a 3D rogue-like, we will need the following features:

1. Enemies with scaling stats so they can get harder.
    a. Generate in the stage
    b. Able to attack player
2. A player character with some form of weapon
    a. Ability to move
    b. Ability to attack
    c. Dead + respawn
3. Upgrades that can be gained by the character
    a. Keep track of upgrades and stats
    b. Player can pick up items
4. Display screens for pause, game over, and a menu
5. Runs with no glitches
6. Stage/s that are populated with enemies

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

Risk of Rain 2:

Risk of Rain 2 is a roguelike 3D shooter game fully released in 2020. The player controls a survivor stranded on an alien planet. As the game progresses, the enemies get harder and harder to fight and the player must get upgrades to increase their offense and defense. The player progresses through stages, trying to get as many upgrades as possible before the enemies get harder than they can manage.

4.0 Intended users and their basic interaction with the system

Users:

1. People who like roguelike or shooter games

Uses:

1. Keyboard and mouse to control their character
2. Acquire upgrades by finding them in the world
3. Shoot enemies

1. User's computer and OS
2. Team 2 Studios' development computers

1. Time it takes to develop
2. Access to extra resources needed to create game
3. Complexity of code

Time	Objective
3 hours	Finish RFP
30-40 hours	Initial draft of the code
5 hours	Two compile paths (production and testing)
30-40 hours	Complete looking project, missing some features
5-10 hours	Complete project
1 hour	Final presentation

Roguelike - A genre of game that usually involves the player character getting stronger as you progress and single run playthroughs.