



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
  - c. Able to move around in the stage
2. A player character with some form of weapon
  - a. Ability to move
  - b. Ability to attack
  - c. Resawns on death
3. Upgrades that can be gained by the character
  - a. Keep track of upgrades and stats
  - b. Player can pick up items
4. HUD / UI
  - a. Display screens for pause, game over, and a menu
  - b. Display player health
5. Levels / Map
  - a. Generates a random map with enemies with appropriately scaled stats
  - b. Goes to the next map when the player reaches a goalpoint.
  - c. Resets to the first level when the player dies
6. Runs with no glitches
7. 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

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

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

#### 6.0 Known constraints to development

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

#### 7.0 Project Schedule

| 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                              |

#### 8.0 Glossary of terms

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