Error 404 Page Not Found

Request for Proposal
Version 1.0

Document History

Version	When	Who	What
1.0	02/13/24	Upal Kundu, Owen Knight, Shubham Gupta, Nikhitha Kilari, Sambhav Karki, Lalith Aditya Chunduri, Jishnuvardhan Karpuram	Initial drafting of Request for proposal

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1.0 Opportunity Description

The Error *404 Page Not Found* game aims to provide an immersive escape room gaming experience to the users. User experience is enhanced with unique challenges, puzzles, and quizzes that test the user's cognitive ability and aim to provide a thrilling experience.

By incorporating elements such as intricate puzzles, brain-teasing quizzes, and interactive storytelling, the game seeks to renovate traditional escape room games and offer players a truly unique and thrilling adventure. With a focus on innovation and creativity, *Error 404 Page Not Found* aims to redefine the way players perceive and engage with escape room games.
The proposed features

- Puzzle Game
- Quizzers
- Fog of War
- Enemy Fights

Are so far new to the industry and a way to revolutionize customer experience within the 2000s flash games and escape room category of games.

2.0 Project Objectives

Error 404 is looking for a contractor to build a modern Escape Room game: *Error 404 Page Not found*. The following features will be implemented within the game:

1. **Immersive User Experience:** Within the gaming industry, graphics, loading, and operability of games have sometimes been challenging for large games. Hence, as a team, we want to first tackle the challenge of innovating the graphical and user interface for a smooth experience for customers. Besides, we want to keep the runtime to minimal system support across multiple platforms: Windows, Mobile, etc. with minimal use of RAM, and GPU resources. Our team is dedicated to the smooth integration of internal (Unity, C#) and external (API, GPT-4) resources.
2. **Bring nostalgic games with a modern interface**: The challenges we develop for the game are inspired by the 2000s Flash Games we all used to enjoy. Our objective is to present the old challenges like puzzles, The Impossible Quiz, etc. with a modern interface and improve the quality with modern computing machinery.
3. **Develop challenges to challenge the user's cognitive ability with a reward-based system:** We all know how fun a game is when it tests our cognitive ability and challenges us in every way possible. Our teams aim to dedicate the challenges to test users' cognitive abilities of thinking, problem-solving, and knowledge. We intend to make these challenges rewarding so users can not only feel challenged, but also rewarded for being with us and playing our games.

4. **Smooth multilevel transition and workflow in the game:** Being an escape room game with overwhelming challenges, users can sometimes find themselves lost in the process and may not know what to look for next. Our target is to ensure a smooth transition between the challenges which makes sense and gives users an overview of what to expect, how they can survive, and what challenges are coming for them in the future.

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

Unity

Unity is an engine that is commonly used for game design. To be more specific, it'll mainly be created using the version which is free to college students. Unity primarily uses C# for coding game elements and is relatively user-friendly when it comes to developing 2D games.

CoolMathGames & Miniclip

Our game is heavily inspired by 2000s flash games that we used to play in middle and elementary school. They were hosted on sites like CoolMathGames and Miniclip, which had a lot of low-quality puzzle games.

GPT-4 API

GPT-4 powers the highly available ChatGpt platform and currently integrating with multiple systems to bring AI into everyday life. Our goal is to introduce AI within the gameplay with the API provided by GPT-4. This would help us in decision making, quiz generation and storytelling ideas.

4.0 Intended users and their basic interaction with the system

Users

- Dr BC
- CS210 Students
- People Nostalgic About 2000s Flash Games

Uses

- Will be graded as our final project for CS383 (Software Engineering)
- Control player to tackle challenges and escape the room
- Obtain high rewards in challenges throughout the game
- Will be played for entertainment purposes

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

- **Steam**

  Steam is one of the biggest game launchers/stores for PC games. Steam could be the primary platform for the distribution of our game. Steam also has support for **Achievements**, which will be a part of our game.

- **Controller Support**

  Yes, we will be having controller support. Some gamers despise using Keyboard and Mouse even though they love to brag about being a "*PC Gamer"*, so this is for them. To be fair though, it is relaxing to play a game while laying on your couch in the most comfortable position.

- **Mobile Support**

  We can't forget about the "*Mobile Gamers*". We will be adding touch screen support and distributing our game to the **Google Play Store** and **Apple App Store**, for **Android** and **Apple devices.** Since this game isn't going to be a AAA title, it will not be the biggest problem to add mobile support for it.

  ***In the video game industry, AAA (pronounced "triple A") is a classification term used for games with the highest development budgets and levels of promotion) ***

6.0 Known constraints to development.

- **Funding**

  Calling our Budget "limited" would be an overstatement. Since we don't have the highest allocation of budget, we must cheap out and use mostly open-source software for our game.

- **Experience**

  All our team members have minimum experience with our game engine (***Unity***), and some have no experience with the programming language that our engine uses (***C#***). This will bump us into quite a lot of obstacles along the way, especially when we want to add ambitious features.

- **Time**

  We have limited time to create the game; and on top of that; when we consider our minimal experience, we will have very little time to add many features. This might also limit our imagination as we cannot be very ambitious with the features.

7.0 Project Schedule

DATE	Time	DESCRIPTION
Jan-23rd	3 hrs	Setup Git and Discord
Feb-13th	3 hrs	Have completed RFP
Feb-15th	2 hrs	Present RFP
Feb-16th	3 hrs	Begin the main project and develop MVP
Feb-20th	25 hrs	Write an overview code and initialize the MVP
March-2nd	30 hrs	Initial Test and Improvement Plan
March-22nd	20 hrs	Complete/improve pending features
April-15th	10 hrs	Final run the game after Completion
May-2nd	1 hr	Final Demo Due

8.0 How To Submit Proposals

To submit proposals for consideration or to discuss collaboration opportunities, please send an email to Subham Kumar Gupta, gupt9166@vandals.uidaho. Alternatively, you can contact us directly at 208-997-7623. We welcome inquiries and look forward to reviewing your proposals. Thank you for your interest in partnering with us on exciting projects like "Error 404: Escape Room Adventure."

9.0 Dates

All Request for Proposals must be submitted by 6:00 am PST on February 13th, 2024. Decisions will be made, and all applicants will be notified by 5:00pm PST on February 20th, 2024.

10.0 Glossary of terms (Nikki)

Escape Room Game: A type of game in which players are immersed in a virtual environment and must solve puzzles and challenges in order to advance and eventually "escape" the virtual room.

Immersive Experience: Providing consumers with a truly engaging and immersive experience, frequently through realistic graphics, interactive components, and captivating stories.

Cognitive Ability: The game seeks to test and improve users' mental capacities for processing information, solving issues, and making judgments.

Innovation: Intricate riddles, brain-teasing quizzes, and interactive narrative are examples of innovative components included into classic gaming experiences.

UI: Menus, buttons, and displays are examples of visual features and controls that allow users to interact with the game.

Immersive User Experience: Developing a game that truly engages and captivates players, with emphasis on visuals, loading times, and operability to provide a seamless experience.

Modern Interface: Revamping old gaming challenges with modern visuals and user interface design while retaining the spirit of historical gaming experiences.

Unity: It is a popular game engine for generating 2D and 3D games that uses the C# programming language and provides user-friendly development tools.

Controller Support: Compatible with gaming controllers for those who like console-style gameplay.

Mobile compatibility: The game is available on mobile platforms such as the Google Play Store and the Apple App Store, with touchscreen compatibility for Android and iOS devices.

Teamwork: Team members' familiarity with the Unity game engine and the C# programming language varies, which makes feature implementation difficult.

Time Management: Development time is limited owing to project deadlines and the requirement to balance product implementation with team skill levels and project scope.

*Note: Remember that “system” means the product, service, and/or system your group would like to see created, built, upgraded, and/or changed. It is a broad term.