Logo

ERROR 404: Not Found

Name of Project

Request for Proposal  
Version 1.0

Document History

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| --- | --- | --- | --- |
| Version | When | Who | What |
| 1.0 | Date | Names of author(s) | Initial Drafting |
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Welcome to "Error 404: Escape Room Adventure"! In this captivating game, players are immersed in a three-level escapade through The Forest, Ancient Ruins, and Fiery Volcano. Each level offers a unique challenge, from navigating dense foliage and deciphering ancient clues in the Forest, to exploring crumbling ruins and uncovering secrets in the Ancient Ruins, and finally braving treacherous lava flows and solving fiery puzzles in the Fiery Volcano. As the lone player, your mission is to unravel puzzles, collect clues, and outsmart obstacles to escape each level before time runs out. Use your wit and agility to interact with objects, solve puzzles, and progress through the game. With a limited time on the clock, every move counts. Fear not, for you can always pause the game for a breather, restart a level for a fresh attempt, or quit if you need a break. Are you prepared to dive into the depths of these captivating escape rooms and conquer the challenges that lie ahead? Enter the realm of Error 404 and embark on an unforgettable adventure filled with mystery, excitement, and triumph!

1. Project Objectives

Specify the main objectives in detail. Include rational as to why each objective is important to your group.

1. Current system(s) – if any / similar systems (Owen)

Current system(s) used by your group (if any). If none, are there any systems that are similar to the one you would like to build?

Error 404 will be created in Unity, 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.

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

1. Intended users and their basic interaction with the system (Owen)

Users could be in the client (your) organization or outside.

* Dr BC will play and grade it (final project for CS 383)
* CS 210 students will play and evaluate their enjoyment of the game
* People who are nostalgic about 2000s flash games can play It to relive old memories

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

List up to three.

1. Known constraints to development

List up to three.

1. Project Schedule

|  |  |
| --- | --- |
| DATE | DESCRIPTION |
| Jan-23rd | Setup Git and Discord |
| Feb-13th | Begin RFP |
| Feb-14th | Posting RFP In Git |
| Feb-16th | Start Working on the Game |
| Feb-20th | Write a overview code and make it run |
| March-2nd | Initial Test plan Due |
| March-22nd | Complete the pending Work |
| April-15th | Final run the game after Completion |
| May-2nd | Final Demo Due |

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| --- | --- |
| 8.0 | How To Submit Proposals |
|  | To submit proposals for consideration or to discuss collaboration opportunities, please send an email to Subham, 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 |
|  | Deadline for submission and when respondents will be notified that a winner is chosen. |
| 10.0 Glossary of terms | |

Terms that are meaningful to your client group but might not be understood by someone outside your group.

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