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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11. Problem description / opportunity / expression of need
12. 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. (Sam)

* **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) \****

1. Known constraints to development. (Sam)

* **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.

1. Project Schedule

Broad overview. Must agree with the course schedule. Can include some of the potential meeting dates with milestones included.

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| 8.0 | How To Submit Proposals |
|  | Instructions for submitting proposals (i.e. electronically, etc.) |
| 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.