Logo

Name of Company (Group)

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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The Error 404 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. Overall, we want to bring innovation to how people look at escape room games.

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 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.

1. Project Objectives (Upal)

The primary objective of the project is to have the main game up and running with a 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. Other objectives our team is dedicated to are:

* **Bringing the “Old is Gold” 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.
* **Challenge users’ cognitive ability:** We all know how fun a game is when it’s testing our cognitive ability and challenging 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.
* **Smooth 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.

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

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 (Shubham)

* Dr. BC will have to play and grade it for our final CS 383 project.
* Escape room enthusiasts who relish the challenge and excitement of deciphering mysteries and puzzles in the setting of an escape room game.
* Gamers looking for an immersive experience who want to immerse themselves in a game’s plot and mechanics to the fullest extent possible.

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 (Aditya)

|  |  |
| --- | --- |
| 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 |

|  |  |
| --- | --- |
| 8.0 | How To Submit Proposals (Aditya) |
|  | To submit proposals for consideration or to discuss collaboration opportunities, please send an email to Shubham, 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 (Shubham) |
|  | The deadline for submitting all requests for proposals is February 13, 2024, at 6:00 am PST. On February 20, 2028, at 5:00 p.m. PST, all candidates will receive notification of the decisions that have been made. |
| 10.0 Glossary of terms | |

**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 touch screen 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 product, service, and/or system your group would like to see created, built, upgraded, and/or changed. It is a broad term.