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 (Upal)

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)

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

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)

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

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.