Tappa Tappa Keyboard

Hero Climb

Request for Proposal

Version 1.0

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Document History

Version	When	Who	What
1.0	9/13/24	Julia, Jason, Ferris, Taran, Gavin	Initial Drafting

Table of Contents

1.0   Problem description / opportunity / expression of need

There aren't enough small games without required large time commitment or skill requirements that allow you to feel the effects of class-based systems.

2.0   Project Objectives

This game is intended to be a platforming game with high replay value. It will feature procedural generation of levels and multiple different classes, which will keep the game interesting for players for a long time. To increase the challenge of the game, enemies will spawn and attack the player if the player is in range. The player will be able to attack and kill these enemies as well.

The game will include the following components:

- Player Character: Hero
  - Hero Classes
    - Rogue can climb parts of the environment
    - Fighter can break barriers
    - Wizard has a ranged attack
- Environment/Procedural Generation
  - Rising Obstacle
  - Pipes
  - Wooden Barricades
  - Shop
  - Collectables
- Enemies
  - Attack player if in range
  - Multiple kinds of enemies
- Interface
  - Start Menu
  - Game Over Menu
  - Pause Menu
  - Player HUD
  - Settings Menu
    - Audio Settings

- Accessibility
  - Color Filter
  - Accessible Font
  - Screen Shake Disable
  - Gamma Correction
  -
- Key bindings
  - Shop Screen
- Audio
  - Sound effects for all other components

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

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?

The roguelike and platformer genres have already been explored by a variety of games, like Dead Cells, Celeste, and Spelunky. The app should combine elements from genre defining games like the ones mentioned above to create something unique.

Dead Cells – PC/Console App

"Dead Cells is a rogue-lite, metroid-vania inspired, action-platformer … Kill, die, learn, repeat." - Steam Description
Key Features:
- Difficult platforming challenges
- Decisions taking place before the run will decide how the player is going to experience the level
- Emphasis on replay value

Celeste – PC App

"The controls are simple and accessible - simply jump, air-dash, and climb - but with layers of expressive depth to master, where every death is a lesson. Lightning-fast respawns keep you climbing as you uncover the mysteries of the mountain and brave its many perils." - Steam Description
Key Features:

- Platforming becomes more difficult as the player climbs
- The player is encouraged to keep playing to beat the level
- The controls are simple and easy to understand, without sacrificing depth of gameplay

The 2008 game "Spelunky" uses procedural generation to randomize each level of the player's descent into a mine. Looking at how they generate their levels would provide us with a standpoint for a high replay value.

4.0 Intended users and their basic interaction with the system

Intended users are those who enjoy rogue-lite games and want to try something new, but any user who wants to pick up the game and try it is welcome. The user's interaction should be downloading the game, starting it through the menu, picking a class, and then climbing the tower.

Users:
- Everyone, from first time gamers to experienced players looking for a challenge.

Uses:
- Provide entertainment and enjoyment to the user.
- Encourage improvement through a high replay value.

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

- Steam
- Host Operating System
- Google Play Store

6.0 Known constraints to development

- Engineer Scheduling (5 Part-Time Software Engineers)
- Total Budget (Salary, Assets, Development Software)
- The game must be developed using the Godot Engine

7.0   Project Schedule

Date	Description
September 19, 2024	Software Analysis Demo
September 26, 2024	Minimum Viable Product Repository Chosen and Submitted
October 3, 2024	Initial draft of the code should compile and run
October 6, 2024	Have two compile paths, production and testing, and run them both
October 16, 2024	Compiled executable should have a game with missing features.
November 20, 2024	Final Product Due
December 5, 2024	Final Presentation

8.0   How To Submit Proposals

Please email Julia Abdel-Monem, Client Handler for Tappa Tappa Keyboard, LLC at proposals@tappatappakeyboard.com. If you have any questions, please contact her at 208-555-2368 ext. 1456. All questions and answers will be reproduced and forwarded to all known applicants.

9.0   Dates

The deadline for product submission is 11:59PM PST September 26th, 2024. Submissions after that date will not be considered for acceptance unless otherwise notified.

A submission will be accepted and notified by 11:59PM PST September 28th, 2024, unless the submission deadline is extended.

10.0 Glossary of terms

Rogue-lite: A style of game traditionally characterized by a dungeon crawl through procedurally generated levels, permanent death of the player character, and randomized loot that assists the player character in reaching higher levels.