

Tappa Tappa Keyboard

Hero Climb

Request for Proposal  
Version 2.0

Document History

|  |  |  |  |
| --- | --- | --- | --- |
| Version | When | Who | What |
| 1.0 | 9/12/24 | Ferris | Initial Drafting |
| 2.0 | 9/12/24 | Jason | Section 3.0 & 4.0 |

Table of Contents

1. Problem description
2. Project Objectives
3. Current System(s) – if any or similar systems
4. Intended users and their interaction with the system
5. Known interactions with other systems inside/outside the client organization
6. Known constraints to development
7. Project Schedule
8. How to Submit Proposals
9. Dates
10. Glossary of terms
11. Problem description / opportunity / expression of need

What is the need for improvement of the existing \*system, or the need for the new system?

* 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.

1. Project Objectives

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

* Create a game that allows the player to control a character of a class of their choosing.
* The player character should be climbing a large structure, like a tower, with each class having a different method of ascending.
* The classes should feel unique.
  + For example, a “Fighter” class could have a shield bash to clear lateral paths, whereas a “Rogue” class could have an ability to climb vertical pipes.
* Lava or some obstacle should rise below the player, forcing them to climb higher or faster.

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

The roguelike and platformer genres have already been explored by a variety of games, like Dead Cells and Celeste. 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 roguelite, metroidvania 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 replayability

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

1. Intended users and their basic interaction with the system

The user should be anyone who wants to pick up and game and try it. 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 replayability

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.

|  |  |
| --- | --- |
| 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.