Team Faucet

Quest for the Dodo Egg 2

Request for Proposal

Version 2.0

Document History

Version	When	Who	What
1.0	2/3/18	Alex Parenti	Initial Drafting
2.0	2/4/18	Travis Rousey	Drafting

Table of Contents

1.0   Problem description / opportunity / expression of need

There needs to be more fun in the world. We are able to contribute to that need by making a fun video game. The rapid growth and improvement of technology pertaining to game development, has forced traditional game-making techniques to undergo a paradigm shift. More and more games are being created by smaller teams of people who are able to bring their ideas to life, without the creative restrictions that often come with working for large game publishers. This freedom allows developers to connect with their users on a much more personal level.

Many Indie games are fast-paced, challenging, and often unforgiving. These kinds
of games do not hold the user's hand, and in turn, the users feel a great sense of accomplishment when they are able to complete the game, or beat their own/others' high score(s). However, many gamers soon grow tired of the monotony that is often present in games, and with the vast amount of titles available for users to choose from, developers must be very careful with how repetitious their games are. Procedurally generated games ensure that the user has a different experience with every playthrough, which greatly improves the user's experience, and increases the longevity of the game.

2.0   Project Objectives

The objective is to create a fast action rogue-lite. A procedurally generated game that players can enjoy playing for a long amount of time due to a great variety in gameplay created by randomly generated dungeons, enemies, and items, leading to an endless variety of level progressions.

The game should include:
- Player
  - keeps a record of current stats
  - ability to move around the map
  - can attack enemies and interact with objects
  - despawns and respawns at checkpoint when killed
- Interactables
  - objects inside the map the player can interact with
  - items dropped that the player can pick up
- Enemies
  - able to generate in the level

- - able to attack the player if inside battle radius
  - drops items and despawns when killed by player
- Menu/UI
  - when game is initiated a new/load game menu is generated
  - a settings menu can be accessed in game to include a help screen
  - player can access inventory in game
  - health and equipped items HUD
  - can toggle audio on/off
- Audio
  - background music associated with the level theme
  - sound effects of player, enemy and interactables
  - compressed to decrease load times
- Levels
  - able to generate dungeons/floors randomly
  - scale difficulty to increase as the player progresses
  - populates maps with objects including player/enemies
- Save/Load
  - able to save the progress of the player to play at a later time
  - able to load saved progress from the start game screen

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

There are many different roguelike and rogue-lite genre games out there, such as Faster than Light, The Binding of Isaac, Spelunky, Net Hack, and many others. Each have their own twist and contribute their own unique game experience.

The Binding of Isaac - Steam App

The Binding of Isaac is a randomly generated action RPG shooter with heavy Roguelike elements. Following Isaac on his journey players will find bizarre treasures that change Isaac's form giving him superhuman abilities and enabling him to fight off droves of mysterious creatures, discover secrets and fight his way to safety.
Key features:
Randomly generated dungeons, items enemies and bosses, you never play the same game twice.
Over 100 unique items that not only give you powers but visually change your character.

50+ enemy types each with the ability to become "special" making them extra deadly but they also drop better loot.

Over 20 bosses.

4 full chapters spanning 8 levels

3+ unlockable classes

Multiple endings

Tons of unlockable items, enemies, bosses and more.

4.0   Intended users and their basic interaction with the system

The fun-loving gamer is our intended user. There interaction includes installing and launching the game, and moving through progressively more difficult levels until they are defeated.

Users

- wide range of gamers from beginners to experienced players

Uses

- provide the user with an enjoyable gameplay experience.
- give the game a high replay value

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

- Google Play
- Apple App Store
- Steam

6.0   Known constraints to development

- Limited time and funding

- Must use Unity to complete the project

7.0   Project Schedule

Date	Description
February 8, 2018	SA Demos
February 15, 2018	Repository chosen and submitted
February 22, 2018	Initial draft of the code should compile and run
March 1, 2018	Have two compile paths, production and testing, and run them both
March 22, 2018	Code should look like a game with missing features
April 12, 2018	Final Product Due
May 3, 2018	Final Presentation

8.0   How To Submit Proposals

Please email all proposals in pdf format via email to Luke Hill, Contracts Coordinator for The Faucet Corporation at proposals@faucetsdomain.com Any questions please contact him at 208 555 4567. Any and all questions will be reproduced and distributed to all applicants.

9.0   Dates

All proposals must be submitted by 12:00pm PST on February 8th, 2018. Decisions will be made and all applicants will be notified by 5:00 pm PST on February 15th, 2018.

10.0 Glossary of terms

Procedurally Generated - Using algorithms to quickly create large amounts of game content

Dungeon - a (usually) underground game environment that often consists of several levels and/or rooms

Interactable - An object in the game that has some sort of physical relationship with the player, such as doors, pickups, movable environmental objects, etc

Indie [game] - A game that is independently made, usually by one person or a small team of people

Roguelike/ Roguelite - A genre of game that usually consists of, but is not limited to: Dungeons, tile-based graphics, procedural generation, permanent death of character

Replay Value - The term used to assess a video games potential for continued play after the first completion.

Unity - A cross-platform game engine developed by Unity Technologies, which is primarily used to develop both three-dimensional and two-dimensional video games and simulations for computers, consoles, and mobile devices.

*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.