CyberVandals®

Fish N' Chips
Request for Proposal
Version 1.0

Document History

Version	When	Who	What
1.0	2/4/18	Matthew Mills Henry Hill Gigi Young Chaeun Kim Koffi Anderson Wei Zhao	Initial Drafting

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1.0   Opportunity Description

The intended goal for this project is to make a single player, platform game called *Fish N' Chips* which depicts a monkey named "Chip" wearing a diving helmet as he attempts to escape a sinking ship. Obstacles that impede Chip include sharks that swim back and forth, steam that bursts randomly out of pipes, and ever-diminishing oxygen levels. We believe that there is a market and a high profit potential for this game, due to the viral popularity of other games with a similar format, such as *Frogger®* and *Crossy-Road®*. This is also supported by the increased demand for our company's previous release of a mobile version of *Mappy®*, which is similar to the gameplay of *Fish N' Chips*.

2.0   Project Objectives

CyberVandals® is looking for a contractor to build a modern single player computer game *Fish N' Chips* that extends and improves on similar to classic games such as Mappy, Crossy Road, etc. The following features should be implemented in the game:

1. Access to a high score server
2. Displays and saves scores, player and enemies status (health and weapons)
3. Intuitive, informative user interface that is consistent with previous game versions
4. Multilevel with increasing challenges and different scenes (at 10 levels)
5. Display screens for game over, game paused, and game playing
6. Runs with no glitches that alter the gameplay

3.0   Similar systems

Mappy

     A classic arcade game that was developed by *Namco* in 1983. The player plays the main character, Mappy the mouse police, and tries to re-collect items that were stolen by cats. Mappy does not get harmed when colliding with the cats in the air, but he loses a life when collides with them anywhere else. There is no time restriction, but if Mappy does not collect all items fast enough, the round gets more difficult as the cats start moving faster. There are 256 levels in total.

Crossy Road

     Crossy Road is a mobile game that was released in 2014 by *Hipster Whale*. The goal of the game is to move forward as far as possible in an endless series of obstacles, such as cars, trucks, and logs in the river, in a set path. The game is time restricted in some sense because if you do not move the character forward soon enough a bald eagle will snatch your character away.

4.0   Intended users and their basic interaction with the system

Users:
>   1. People who like single player platformer games

Uses:
>   1. Keyboard to control the character
>   2. Get more oxygen to survival by escaping dangers and finding the door to out
>   1. To have a fun option for passing time
>   2. To obtain the highscore in *Fish N' Chips*

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

1. High-Score Server
2. Game Host's Operating System
3. CyberVandal development computers

6.0   Known constraints to development

1. Time necessary to complete development
2. Complexity of code
3. Lack of software development tools for adequate solutions

7.0   Project Schedule

Date	Time	Objective
1/27	3 Hrs	Divide group into sections to separate tasks/objectives/setup Git Repository
2/4	3 Hrs	Begin RFP and Statement of Work/Finish
2/8	25 min	Present RFP
2/20	40 Hrs.	Skeleton code running, makefile complete
3/1	5 Hrs.	Two compile paths complete
3/22	30 Hrs.	Complete looking project, missing some features
4/5	3 Hrs.	Complete Project
5/3	1 Hr.	Final Presentation

8.0   Glossary of terms

Terms that are meaningful to your client group but might not be understood by someone outside your group.

- High Score Server: A server that will be dedicated to maintaining all of the high-scores obtained from playing the game, seperated by player.
- Skeleton Code: A structural form of code in which a general outline is produced
- Compile paths: A form of product that may be used for specific cases, for example a test product and a release product.
- Git Repository: A community software distribution tool that allows developers to share and organize their code files to simplify common editing and project cloning. These repositories can be set to be visible or invisible by the online public.
- Glitch: A small short lived fault in a system, in which the system deviates from its normal process.