

CALL FOR TENDERS

Creation and development of a video game, “Manumed: Manuscripts and Men”

The present call for tenders for service provision is launched as part of the MANUMED project funded by the European Union.

Official name and address of the contracting authority: Centre de Conservation du Livre (CCL), 18 rue de la Calade, 13200 Arles, France.

Person responsible for the present call for tenders: Mr Carol Giordano

Object of the contract: Creation and development of a playful but also educational and multilingual video game (French, English and Arabic) to be run on Internet (target public: young people of the euro-Mediterranean countries)

Type of supply or service contract: purchase.

Place of delivery: Arles.

Key features:

The object of the contract is the creation and development of a video game inspired by the Euro-Mediterranean Manumed Project in three different languages, namely English, French and Arabic. The video game will be set in the world of libraries and manuscripts, inspired as far as possible by real conditions. The role of the contracting authority is to advise and support the service provider in the production of the video game, particularly with regards to the educational aspects of the video game.

The successful tenderer will also be required to provide the following additional services:

- Graphic design; Production of the video game soundtrack;
- On-lining of the video game; advice on communication and the distribution of the game following its production;
- the successful tenderer may be required to provide hosting services for all or part of the websites whilst guaranteeing optimum security conditions for the content of the service, reactivity, particularly with regards to on-lining, and its ability to deal with significant increases in traffic.

Applications and proposals will be submitted entirely in French or in English.

The monetary unit used will be the euro. The VAT is applicable. For further information please contact us.

Candidates must certify that they are not experiencing any of the following situations (signed attestation):

- (1) being involved in any bankruptcy, liquidation, receivership or composition proceedings, cessation of trading, or any other such situation resulting from any proceedings of the kind existing in national legislation and regulations;
- (2) having been convicted by a judgment with the authority of final judgment for any offence affecting their professional morality;
- (3) having committed any serious professional error which the Beneficiary can ascertain by any justifiable means;
- (4) having failed to fulfil their obligations relating to payment of social security contributions or their obligations relating to the payment of their taxes according to the legal provisions of the country in



which they are established, those of the country of the Beneficiary or even those of the country where the contract is to be executed;

(5) having been the subject of a judgment with the authority of final judgment for fraud, corruption, involvement in any criminal organisation or any other illegal activity jeopardising the financial interests of the Communities;

(6) being the subject of any administrative sanctions referred to in section 2.4.15 of the Practical Guide to Contract Procedures for External Actions.

Tender assessment criteria:

The most economically attractive offer assessed in accordance with the criteria outlined in the enclosed specifications and considered based on the creative aspect of the proposal. The service provider is nevertheless free to deviate from the enclosed specifications, with the exception of the general framework of the video game (namely an educational game set in the world of libraries and manuscripts, cf. part 1 of the specifications), if they can provide sufficient details to support their proposal.

The specifications are intentionally vague so as to allow bidders to be creative with their ideas and demonstrate a degree of originality in the creation of the video game.

Companies can also suggest an estimate and options developing.

Additional information

Information of a technical or administrative nature can be obtained from the following address:

manumed@ccl-fr.org

Correspondent: Mr Carol Giordano

Sending of the propositions:

- Proposition must be sent before **June 15th, 2010** (as attested by date on postmark) to the following address: **CCL Manumed Jeu Video, 18 Rue de la Calade, 13200 Arles (France)**
- The propositions are left with the appreciation of every company but he can contain in particular, except the price proposition:
 - References of the company
 - Similar Projects
 - Send URL or DVD for demonstrations of previous realizations
 - Proposition detailed with synopsis of the project (electronic files Word or Ppt)
 - A demonstration

Information relating to the video game:

See enclosed specifications



SPECIFICATIONS

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Promoting, exploiting and protecting the Euro-Mediterranean documentary heritage

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The MANUMED project is designed to promote the written and intangible heritage of the Euro-Mediterranean region and is funded by the EU as part of the Euromed Heritage 4 programme. As part of its operations, the project aims to produce a video game in three languages (English, French and Arabic) set in the world of libraries and manuscripts.

www.manumed.org

www.euromedheritage.net

1. Object:

The present specifications are designed to outline and introduce this software development project with the aim of creating an online video game programme. The present document will consequently introduce the context of the project, the requirements of this mission and also the organisation thereof with everything that implies.

2. Theme of the game:

Mediterranean civilisations and their libraries.

Period: from the end of ancient times to the Middle Ages. The game will take the form of a series of riddles in which the player is the hero and will give the player the opportunity to explore the mysterious world of libraries and manuscripts. As they progress through the game, unearthing new plots and new clues, players will have to do their utmost to discover a secret which has been kept for several centuries.

3. Game play:

The game play must be submitted by the bidder and validated by the Centre de Conservation du Livre (CCL). The general framework of the game play must nevertheless be directly linked to the world of manuscripts and libraries as stipulated in part 1. of the present specifications. A call for proposals aimed at young people in Mediterranean countries will be issued alongside the production of the video game and the bidder will be required, as far as possible, to draw inspiration from the proposals selected by the CCL in the development of the game play.

The story must nevertheless be centred on solving of a series of riddles. With this in mind, a minimum of 20 manuscripts will be selected by the CCL according to their interest and the possibilities they offer in terms of riddles. Each manuscript will be promoted through its own riddle which can be solved by carefully studying the manuscript and by gathering information on it.

4. Architecture: Interface:

The definition of the interface as the intermediary area between the user and the system is crucial as this is what the user will see of the system in use.

The dynamic website (user database) is divided into 3 areas which can include one or several pages.

The homepage is where the user can register, choose the interface language (French, English or Arabic) and read the conditions of use and game rules.

There is a choice of several types of tree structure for the homepage. The first page displays the

language option and conditions of use, then another page gives the user the option of registering before going through to the ‘game’ page via which the game rules can be accessed. An ‘online’ version which requires no downloading would be more appropriate in terms of playability and accessibility.

Choice of language: English French Arabic	Registration: Email address, user name and password	Conditions of use. Game rules.	Game
Choice of language. Conditions of use.	Registration.	Game rules.	Game
Choice of language. Conditions of use. Game rules. Registration.	Game		

The various tree structure options for the home page.

- **The game:**

Story (quest) involving a series of riddles to solve to achieve the objective of the game. The hero/character can move around between various places, meet different people (the curator, artisans, etc.) and communicate via text in bubbles (or another means) and make their own choices (which influences the outcome of the game).

The user can only move forward by solving riddles which will give them everything they need to continue their quest (such as recreating a torn manuscript page, deciphering a code using the alphabet provided, translating things into a different language, etc.).

Users will get around using a 2D map (static phase) where they can interact with parts of the static scene (background).

- **The ranking board:**

This consists of two tables which allow users to monitor the scores achieved by other players as well as the riddles which have received the most player responses.

Name of riddle	Number of players who have solved this riddle
Riddle 1	20
Riddle 2	16

Ranking	Player name	Number of riddles solved
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1	XXXX	18
2	YYYY	17

▪ Riddles:

Produced using Adobe Flash. Naturally, each riddle is different, and all answers are based on the observation of its object (such as a manuscript or similar, scroll, etc.), though some may, however, require some research, logic or short-term memory to be applied. Each riddle is a means of introducing the form and substance of the work.

The riddles can be solved by means of research outside of the video game, using third-party websites (such as, for example, the websites of the Library of Alexandria and other libraries) or by searching the Manumed project database (data.manumed.org) directly.

When the user has found the answer, this will enable them to solve a more general riddle (a riddle within a riddle) and, more generally, allows the player to move forward in the game.

There are several ways of limiting the number of attempts (optional) and the user can be made aware of such limits (e.g. limit of one answer per day, limitations on the number of wrong answers allowed, time taken, etc.).

5. Production:

- Provision of a dynamic website for the management of the online game.
- Server location, administration and maintenance of the site.
- Provision of a minimum of 40 elements to coordinate: 20 riddles in 3 languages (English, French and Arabic) in both formats (Mac/PC) = 40 elements to coordinate.

Graphical requirements : Provision of a 2D or 3D interface, 2D or 3D background and a character.

Interaction between the player and the setting. Interactivity (moving around, use of objects, etc.) in solving the riddles.

6. Commissioning party – bidder communication:

Provider-client communication will result from various meetings organised by the provider and the client. Communication with the client will therefore be included in the previously established schedule for the execution of the project.



7. Example of production:

The Music Book

Aim of the game: to play a melody. Using a translation of certain pages of the manuscript, the player must place notes or symbols on interactive reproductions of miniature lutes. When all the notes are in place, the sequence can be played and the game will check whether the requested piece has been played correctly.

