1. **Project Description:**
   o Describe the project and its objectives in as much detail as possible.
   o Specify the scope of the project, including required features and technologies.
   o Explain the benefits and target audience of the software.

2. **Software Development Requirements:**
   - o Specify the required functions and features of the software.
   - o List supported platforms such as Web, Mobile (iOS, Android), or Desktop.
   - o Mention whether the application should be scalable and integration requirements.
   - o Define performance requirements and system capacities.

2.1 Software Development Requirements - For gaming projects:

o Describe the graphics requirements and game engines to be used.
o Specify multiplayer or single-player capabilities.
o Mention any requirements for VR or AR integration.
o Detail any specific latency or performance requirements unique to gaming.

3. **Technical Requirements:**
    o   Specify desired technologies and programming languages.
    o   Determine preferred architecture and databases.
    o   Describe security requirements and data privacy policies.
    o   Indicate whether existing systems or APIs need integration.

3.1 Technical Requirements - For gaming projects:

- ○ Detail requirements for server architecture, especially for online gaming.

4. **Design and User Experience:**
   o Specify desired UI/UX design and whether branding is required.
   o List design guidelines or examples, if available.
   o Mention accessibility requirements.

4.1 Design and User Experience - For gaming projects:

o Describe the art style or any specific design aesthetics.
o Mention user interaction models and user interface requirements specific to gaming.

5. **Project Management and Collaboration:**
   o Which project management methodology should be used (e.g., Agile)?
   o Which communication tools are expected (e.g., Slack, Microsoft Teams, Trello)?
   o What is the preferred workflow? (e.g., daily stand-up meetings, weekly sprint planning)

6. **Quality Assurance and Testing:**
   o What are the desired testing procedures and quality assurance standards for this project?
   o Are there specific industry standards or guidelines that need to be followed?
   o Is automated test coverage required for this project? If so, to what extent?
   o What are the criteria for accepting the software upon project completion?
   o Are there specific performance metrics or benchmarks that need to be met?

6.1 Quality Assurance and Testing - For gaming projects:

- o Detail requirements for gameplay testing, including playtesting and beta testing phases.
- o Specify performance metrics such as frame rate and load times.

7. **Change Management:**
   o How would you like to handle changes during development? Options (Fixed number of changes post-delivery / Regular review and adjustment of project scope / Other to specify)
   o Do you have specific expectations or guidelines for changes during the project?
   o How do you ensure satisfaction with the end result if many changes occur during development?

8. **Schedule and Milestones:**
    o Set the project timeline and mention key milestones.
    o Specify any deadline requirements.
    o Define buffer times for unexpected delays.

9. **Budget and Payment Terms:**
   o Define the budget or budget range for the project.
   o Clarify payment terms and schedule.
   o Indicate if there are bonuses for early completion.

10. **Legal Aspects:**
    o Clarify intellectual property rights and licensing.
    o Establish confidentiality agreements if necessary.
    o Mention liability limitations and contract penalties for non-compliance.

11. **Proposal Format:**
   o Specify the format for submitting proposals and the deadline.
   o Provide contact information for inquiries and clarifications.
   o Clarify whether a presentation of the proposal is required.

12. **Other Requirements:**
- o Include any additional relevant information that may be important for the project.
- o Mention whether support and maintenance services are required after project completion.

11.1 Other Requirements - For gaming projects:

- o Detail post-launch support, including patching and content updates.
- o Specify community engagement strategies, such as forums or social media integration.

Please send the form to comercio_chamb@mrecic.gov.ar.
We welcome any feedback you may have on improving this documento.