Technical Specifications and Requirements

A. Project Title

"Curbing Corruption by Building Sustainable Integrity" Project

B. Project Background and rationale

Curbing Corruption by Building Sustainable Integrity in Moldova Project will contribute to achieving a sustainable integrity and anticorruption system in the Republic of Moldova through the strengthened capacities of the public and private sector entities and the civil society for the efficient application and monitoring of national integrity instruments and standards. The project will enhance capacities of the public and private sector actors, as well as of the Civil Society Organisations (CSOs) for the implementation of effective corruption prevention instruments and tools and will strengthen the anticorruption demand side through an increased public awareness on anticorruption and on the means to curb corruption. It will contribute to the progressive implementation of the Sustainable Development Goal 16 that calls for a substantial reduction of corruption and bribery in all their forms and for developing effective, accountable and transparent institutions at all levels. The Project is framed around the National Integrity and Anticorruption Strategy (NIAS) 2017-2020 and responds to the needs of its various actors and stakeholders in addressing the challenges for the effective implementation of the NIAS, including lack of mechanisms for enforcing integrity standards in private sector; and weak anticorruption demand-side explained by the limited awareness of men and women on the available anticorruption tools to be used and on the means of protection in the event of denunciation of corruption.

The NIAS focuses on eight pillars of the [National Integrity System](#): i) parliament; ii) government, public sector and local government; iii) justice and anti-corruption authorities; iv) central electoral commission and political parties; v) court of accounts; vi) people's advocate; vii) private sector; viii) civil society and the media. The National Anticorruption Centre exercises the role of the Secretariat of the NIAS and is responsible for the coordination of its implementation, monitoring and evaluation.

The *Curbing Corruption by Building Sustainable Integrity in Moldova* project (further the Project), will support the National Anticorruption Center (NAC) in strengthening the anticorruption demand-side through civic education and awareness campaigns explaining the basic concepts of the corruption phenomenon, the ways of reporting corruption and engaging in corruption prevention activities. To make anticorruption education more attractive for young people the Project intends to develop an anticorruption on-line game using the entertainment value of games to bring about a positive behavioral change. Such innovative tool combining education and entertainment could be more effective in promoting the spirit of zero tolerance to corruption among young men and women.

In this context, the Project seeks a company to support the development of an On-line Anti-corruption Game.

C. Scope of Service, Expected Outputs

Main objective of the service is to support the process of development of an On-line Game Application (Gamification Services) **based on the existing Game Design Document attached*.** The internet and mobile-based game will target young people (14 to 30 years old) around the country, providing them with an opportunity to test their knowledge on the phenomenon of corruption and on possible anticorruption solutions.

The goal of the game is to educate and help young men and women to understand and learn about different forms of corruption, various roles of different stakeholders engaged in the fight against corruption and possible solutions to prevent corruption. The game will stimulate youngsters to reflect on the need for their proactive engagement in the prevention of corruption. This reflection will allow young people to identify their own values and behaviors. They will focus on personal and societal integrity values, define them for themselves, and learn about values and moral concepts which can impact the national effort to fight corruption and build an integrity climate in the society.

The On-line Game Application, at the end, should lead to the achievement of the following objectives:
- To improve youth knowledge about the corruption phenomenon and its various forms, about the institutions responsible for fighting and preventing corruption and the existing anticorruption tools;
- To raise awareness on the available anticorruption tools applied in Moldova and on the means of protection in the event of denunciation of corruption;
- To acknowledge the importance of refusing to pay or accept bribes, illegal fees or gifts; reporting incidences of corruption to the authorities; demanding easy access and information on public services;
- To stimulate personal development of young people (such as integrity values, courage, self-confidence, creativity, motivation, sense of responsibility, etc.).

Scope of work:

The Service provider has to carry out the following tasks and activities in the course of work:
1. Develop the on-line game based on the attached Game Design Document (GDD) containing the title, theme, goal, game mechanism (rules), narrative/story progression, challenges, the art style, music and sounds description, technical description, the artwork/screenshots of the prototype and the textual anti-corruption content for the game. Abiding by the general concept of the online game, the Service Provider will provide additional recommendations to ensure attractive and user-friendly graphic elements and features of the game.
2. Organize and facilitate at least 4 testing sessions (on-line or off-line) engaging future players to identify errors and provide suggestions for the game. At least 1 focus-group will be organized with the anticorruption volunteers designated by the Contractor (up to 20 persons). Users will test the game and based on their feed-back, the game will be accordingly modified.
3. Organize one testing session with the NAC and the Project, collect and address feedback and validate the Game.
4. Deploy the game on the Beneficiary's (NAC) web resource, participate in the public presentation of the game and contribute to the dissemination of the game.
5. Provide 9 (nine) months of the maintenance for the game as it is live.

* Interested vendors shall request the password for the encrypted Game Design Document through an e-mail addressed to cristina.gnaciuc@undp.org.

The entire assignment is to be finalized not later than 30 June, 2021.

D. Institutional Arrangement

The Contractor will work under the guidance of and in close cooperation with the UNDP Project and with the delegated staff from NAC for both substantive and administrative aspects of the assignment.

The Contractor will follow the agreed upon time schedule and will be accountable for the delivery of quality outputs to the Project Manager, who will approve contractor's deliverables, after coordination with the NAC delegated staff.

E. Deliverables and estimated timeframe

Deliverables	*Description*	*Tentative timeframe*
1. On-line game developed	The on-line game developed based on the Game Design Document attached. Game presented to and tested by the Project and NAC. Necessary adjustments operated and validated.	By 10 November 2020
2. Focus-group testing conducted	At least 4 testing focus-groups engaging future players (including anticorruption volunteers) conducted. Feedback collected and necessary modifications operated.	By 25 November 2020
3. Game validated and deployed	Game validated by the Project and NAC; deployed on the premises	By 05 December 2020
4. Game launched in a public event organized by UNDP	Game presented and launched in a public event organized by UNDP	By 15 December 2020
5. Maintenance provided	Maintenance provided for the first 9 (nine) months after the game goes live.	By 30 June 2021

F. Technical specifications

This chapter contains the list of requirements, which shall be met by the Bidder. All requirements are Mandatory, hence, not meeting these requirements leads to disqualification of the proposal.

No.	*Requirement*
1.	The proposed solution will be based on modern web technologies, including HTML5 / Javascript game engine, backend framework and database
2.	The solution will be hosted on NAC premises (with link and icon on www.cna.md)
3.	Each component/module or any other software part that form the game will be license free or be provided as a life-time (perpetual) license to the NAC

4.	The Game will be compatible with most of the popular browsers (Chrome 11+, Firefox 10+, Opera 12+, Safari 2.0+, IE 11+, Edge)
5.	The game will provide a responsible / adaptive use interface to be used on: Large screens (720p and up) Medium screens (480p – 720p) Small screens (up to 480p)
6.	The game will contain a soundtrack, and also audio action effects (to be developed by the selected bidder)
7.	User interface of the Game will be available in Romanian language.
8.	The Game will generate results/offer a status to the participant and will allow the participant to automatically share his/her results (the acquired status) on social media (Facebook, etc.) and in this way invite other players to play the game.
9.	The Game shall notify, via email or any other delivery channels agreed with the Beneficiary, all statistics and feedback submitted by the players.
10.	A back-office panel should be developed, with a secured access for the Game administrator. The Game administrator role will have the following functionality: — Add and replace questions; — Correct texts in frames, such as Instructions (How to play, Messages in case of win, Messages in case of defeat etc.) — Generate and visualize Game statistics; — Activate/deactivate the game.
11.	The questions will be assigned randomly to users
12.	The Supplier shall test the security of the system according to OWASP Top 10 2019 vulnerabilities. The respective output test is to be provided to the Beneficiary.
13.	The Supplier shall run the performance testing in terms of: - load testing; - stress testing.
14.	The Supplier will perform and present to the Beneficiary the report of the game performance testing outputs.
15.	At the first load, the game should cache all the assets, each subsequent reload will be very fast
16.	All the source code of the game will be delivered as a private git repository, containing README.md with all the required information about running the project
17.	The CI build script will be provided, that will produce all the required artefacts for running the project. All the dependencies should be fetched at the build stage and not be embedded into the source code.
18.	The Supplier will provide warranty that includes technical support and corrective maintenance during nine (9) months after the operational acceptance of the Game by the Beneficiary.

G. Qualifications of the Successful Service Provider at Various Levels

Bidders should enclose a résumé for each person anticipated to be assigned to the project and should include specific information on staff experience and roles. Bidders agree that named staff will participate in the project at the level and duration specified unless agreement is provided in writing by the Programme to allow substitutions.

Résumés of key project personnel must be included in the offer, résumés for other personnel may be included as deemed applicable by the Bidder. Descriptions of subcontractor staff members, if applicable, should follow the format utilized for the Bidder organization. The résumés submitted for project personnel should be detailed and comprehensive. Specifically, résumés should include:

- ➢ Anticipated role and level of participation in the project;
- ➢ Previous experience relevant to the assigned role in the project;
- ➢ Education, training and certification details;
- ➢ Contact information (name, title, organization, mailing address, phone, and email) for a minimum of three business references;
- ➢ Linguistic skills.

Bidders should describe, in detail, their previous corporate experience in similar assignments, if any. This section should include the corporate experience as well as the role of any subcontracted organization(s) indicated in the Bidder's proposal. Descriptions of subcontractor staff members, if applicable, should follow the format utilized for the Bidder organization. The Project retains the right to accept or reject all proposed project personnel and to ask for replacement of the Project staff, as necessary.

The Service Provider should meet the following minimum qualifications criteria which make the applicant eligible for this assignment:
- Be a legally registered entity or a consortium of firms/organizations (NGOs);
- At least three (3) years of experience in providing Gamification Services (game development);
- At least three (3) assignments in developing games, using Javascript Gaming Engines (code snippets **of at least 5000 rows** from own projects should be provided)
- At least one (1) assignment in developing social/educational projects;
- Minimum average annual turnover of USD 30,000 for the past three (3) years.

Qualification of the Team members:
The Bidder shall describe the proposed key personnel taking into consideration following positions:
- 1x Team Leader/ Technical Coordinator;
- 2x Software Developers;
- 1x Designer / Art coordinator (Graphical, Animation, Sound effects).

Minimum requirements for the **Team Leader / Technical Coordinator** position:

- University degree in ICT field, with at least five (5) years of proven experience in software development industry (relevant references will be provided);
- Proven experience as Team Leader / Technical Coordinator in Game Development Projects (**at least three (3) completed assignments**), **including description of projects, taken approach, used technologies, working methods;**
- At least **one (1) assignment** in developing social/educational projects;
- Working knowledge of Romanian language.

Minimum requirements for **Software Developer** positions:
- University degree in ICT field, with at least three (3) years of experience in developing interactive software applications and Games;

- Proven professional experience with developing/customizing games (**minimum two (2) completed assignments**), **with detailed description on used technology stack, integration framework, quality and performance attributes relevant to the current project;**
- Experience on a HTML5 / Javascript gaming engine framework (Pixi, Phaser, Stage.js or other), **minimum two (2) assignments proved by own code snippets of at least 5000 rows;**
- Working knowledge of Romanian or Russian language.

Minimum requirements for **Designer / Art coordinator (Graphical, Animation, Sound effects)** position:
- At least three (3) years of experience in designing games or animation;
- Proven professional experience with full-cycle developing/customizing games (**minimum two (2) completed assignments**), **with project description, ways of working and current project status;**
- Working knowledge of Romanian or Russian language.

Each Bidder shall provide the following information and documents within its Quotation:
- Company profile, including detailed portfolio/previous corporate experience in similar related to the project's assignments;
- Copy of Company's Registration Certificate;
- Detailed technical description of the offered services and proposed technologies;
- Proposed timeline for completion of services, including all indicative dates for deliverables and a plan for meeting these and any additional deadlines;
- The list of Key Personnel, including CVs and accreditation certificates (if the case). Relevant experience shall be duly stated in the attached CVs. Additional supporting documents may be required;
- Latest Audited Financial Statement (Income Statement and Balance Sheet) including Auditor's Report for the past three (3) years;
- Statement of Satisfactory Performance from the Top 2 Clients in terms of Contract Value for the past three (3) years;
- Written Self-Declaration of not being included in the UN Security Council 1267/1989 list, UN Procurement Division List or other UN Ineligibility List.

Note: **Proposed timeline** should include all indicative dates for deliverables as outlined above and a plan for meeting these and any additional deadlines.

Proven commitment to the core values of the United Nations, in particular, respecting differences of culture, gender, religion, ethnicity, nationality, language, age, HIV status, disability, and sexual orientation, or other status.

UNDP Moldova is committed to workforce diversity. Women, persons with disabilities, Roma and other ethnic or religious minorities, persons living with HIV, as well as refugees and other non-citizens legally entitled to work in the Republic of Moldova, are particularly encouraged to apply. articularly encouraged to apply.