MineConnect

Request for Quotation

MineOpportunity Challenge Physical Game Design & Production Specifications

Industrial/product design, materials, components and manufacturing-ready documentation

Procurement Number: MC-RFQ-002-2026

Issue Date	22 October, 2026
Questions Deadline	28 October, 2026
Submission Deadline	4 November, 2026
Submission Email	mineopportunity@mineconnect.com
Contact	Dorin Ugoh, Special Projects Officer | dorin@mineconnect.com

MineConnect | 1545 Maley Drive | Sudbury, Ontario P3A 4R7

1. Overview

MineConnect is requesting quotations from qualified product, industrial, exhibit, packaging or game-design professionals to refine the physical MineOpportunity Challenge into a durable, portable and production-ready game kit. This assignment is for the design and specification of the physical game system. Bulk printing/manufacturing will be procured separately through a competitive RFP.

> **Parallel workstream**
> MineConnect intends for this game-design RFQ and the separate Brand Elements & Brand Guidelines RFQ to proceed at the same time. The selected game designer will be expected to coordinate with the brand provider and incorporate the approved MineOpportunity visual standards as they are finalized.

2. Background

The MineOpportunity Challenge is a bilingual, facilitator-led, team-based career exploration game. It is delivered in classroom settings of approximately 30-40 students and at larger educational, career-fair and community events with multiple concurrent game boards and up to approximately 500 participants. Students move team tokens around a physical board, make strategic decisions, complete questions and hands-on activities, and interact with industry and educational partners. Digital technology supports scoring, rewards, missions, banking and event administration, but the physical board remains central to the experience.

3. Design Objectives

- Create a coherent physical game kit that is durable enough for repeated institutional use.
- Reduce setup, teardown and inventory time for facilitators.
- Make the complete kit practical to carry, ship and store between schools and event locations.
- Ensure components are easy to handle, visually distinguishable and safe for student use.
- Develop manufacturing-ready specifications that allow MineConnect to competitively procure printing and production from a separate supplier.
- Apply the MineOpportunity brand consistently across the board, case, components and documentation.
- Support English- and French-language production without unnecessary duplication of universal components.

4. Scope of Services

4.1 Discovery and Requirements Review

- Review existing MineOpportunity game materials, physical prototypes and the current game-board layout supplied by MineConnect/Laurentian University.
- Review gameplay requirements and identify which physical elements are still required now that many paper-based functions are moving to the digital platform.
- Meet with MineConnect and Laurentian University project representatives to confirm physical use cases, event logistics, storage constraints and priorities.
- Identify design risks, production considerations and opportunities to simplify the kit while preserving gameplay.

4.2 Physical Game System Design

Component	Design requirement
Carrying case	Durable, lightweight, secure, appropriately branded and sized to protect the full kit during repeated transport and storage. The Respondent shall assess and recommend appropriate case materials, construction methods, dimensions, colours, finishes, closures and handles. Options may include cardboard/paperboard, plastic, wood, metal or other suitable materials. For the initial production of approximately one hundred (100) kits, MineConnect is interested in exploring a distinctive durable option such as a steel miner-style lunch box where practical and cost-effective. This concept is not mandatory and should be assessed alongside other suitable options.
Internal storage system	Custom insert or compartment system that secures all components, supports quick inventory, and permits practical replacement of individual components. The Respondent shall assess insert and compartment options, materials and finishes suitable for low-volume production and future scaled manufacturing, and recommend the preferred approach.
Foldable game board	Production-ready physical board based on Laurentian University's existing layout, refined as approved; rigid, durable, scratch/warp resistant, and foldable to fit the case. The Respondent shall recommend the final board dimensions, thickness, substrate/material, folding method, surface finish and edge treatment. The Respondent shall also identify any physical-layout refinements required to improve usability and coordinate with the selected brand provider regarding visual refinements and final production artwork.
Team playing pieces	Ten (10) durable custom team tokens that are easy to grip, stable, student-safe, and distinguishable by more than colour alone where practical. The Respondent shall recommend the final token dimensions, materials and production method. The assessment should consider production methods appropriate to the initial low-volume run, including 3D printing or comparable fabrication, as well as moulded production where appropriate for future larger quantities. Any tooling or mould requirements and associated production implications shall be identified.
Die	One (1) durable six-sided die per kit.
Headframe Development Markers	A practical marker system allowing all nine (9) properties to display development levels from one (1) to four (4). The design may use individual pieces, stackable components, numbered/rotating indicators or another reliable system. If individual pieces are used, up to 36 may be required. The Respondent shall assess whether the existing drill-core/headframe concept should be retained, refined or replaced with a new marker design, and recommend the preferred materials, dimensions and production method.
Land claim markers	Nine (9) durable markers per kit, with form and placement designed to work cleanly with the board.
Facilitator/setup materials	Compact setup guide, component inventory checklist and gameplay-reference material required for rapid deployment. The Respondent shall specify appropriate paper or other substrates, sizes, stock weights and finishes for all printed facilitator and reference materials.
Packaging/labels	English/French kit identification and internal labelling approach suitable for storage, shipping and replacement-component management.

4.3 Materials and Production Specifications

- Recommend suitable materials, thicknesses, finishes, fabrication methods and assembly methods for every custom component.
- Balance durability, portability, unit cost, replaceability and production scalability.
- Identify anticipated finished dimensions and loaded kit weight.
- Prepare a complete Bill of Materials (BOM), distinguishing universal components from English- and French-specific printed materials.
- Prepare production drawings, dielines, CAD/vector files, tolerances and print/manufacturing notes sufficient for a third-party printer/manufacturer to quote and produce the kit.

- Identify any tooling, molds, dies, special fabrication or minimum-order constraints likely to affect production pricing.
- Where multiple manufacturing approaches are viable, provide a recommended base specification and clearly identified alternatives.
- Develop specifications with consideration for both the initial production quantity and potential future scaled production.
- Identify where materials or production methods recommended for the initial low-volume run may reasonably change at higher production quantities.
- Identify components for which low-volume methods such as local fabrication, 3D printing, short-run printing or other small-batch techniques may be appropriate, and components for which moulds, tooling, dies or higher-volume manufacturing methods may become more economical at scale.
- Identify significant minimum-order quantities, tooling requirements, sourcing constraints, supplier limitations or other production considerations that could affect the initial one hundred (100) kits or future scaled production.
- Where practical, identify whether components can reasonably be sourced or fabricated in Canada for the initial production run and identify alternative approaches where low-volume Canadian sourcing may be difficult or cost-prohibitive.
- Provide a recommended production approach for the initial approximately one hundred (100) kits and identify any recommended changes in materials, construction or manufacturing method for future higher-volume production.

4.4 Branding and Bilingual Application

The game designer will apply the approved MineOpportunity brand system to physical components and documentation. Because the Brand Elements & Guidelines assignment may proceed concurrently, early concepts may use the current MineOpportunity identity and must be updated to the final approved standards before sign-off.

- Plan for English and French production and identify which components can remain language-neutral.
- Ensure text sizing, contrast and layouts are appropriate for classroom and event use.
- Do not rely solely on colour to communicate essential distinctions between components.
- Provide printer-ready CMYK artwork and other colour specifications consistent with the final brand guidelines.

4.5 Prototype / Mock-up Development

The base quotation should include development of sufficient physical or production-quality mock-ups to validate dimensions, component fit, storage, handling and board functionality before the manufacturing RFP is finalized. Respondents must describe the proposed prototype approach and identify any third-party fabrication costs separately.

The design and prototype process is expected to be collaborative and iterative. The Successful Respondent will work with MineConnect and Laurentian University to review available materials, fabrication options, supplier constraints, indicative production costs and practical alternatives before final specifications are approved. Recommendations may be refined during the process as information regarding availability, cost, tooling requirements and production feasibility becomes available.

Respondents that can also provide prototype fabrication or future production may identify that capability as an optional service; however, bulk printing/manufacturing is not part of this RFQ and will be separately procured.

5. Deliverables

Deliverable	Minimum requirement
Design concept package	Recommended overall kit design with rationale and key dimensions.
Component designs	Detailed design for case, insert, board, tokens, headframe markers, land-claim markers, property guides and facilitator materials.
Prototype/mock-up	Physical or production-quality mock-up sufficient to validate the approved concept, as defined in the successful quotation.
Bill of Materials	Final BOM with quantities per kit, material/finish specifications and EN/FR distinctions.
Production strategy	Recommended approach for the initial approximately twenty (20) kits, including low-volume materials and fabrication methods, together with identified alternatives or recommended changes for future scaled production.
Manufacturing package	Production drawings, CAD/vector files, dielines, tolerances, assembly notes, print specifications and supplier-ready files.
Print-ready artwork	Final approved English and French artwork for all printed game-kit components.
Packaging / labelling specification	Case/packaging, internal identification and component labelling requirements.
Costing support	Reasonable response to bidder/manufacturer clarification questions during the subsequent printing/manufacturing RFP, within the agreed support allowance.
Editable source files	Organized native/editable files for all custom designs and documentation.

6. Review and Revisions

The quotation must include a minimum of **four (4) consolidated design revision rounds** before final production documentation is issued. Respondents should state what is included in each round and provide an hourly rate for additional approved revisions or scope changes.

MineConnect will consolidate comments from MineConnect and Laurentian University and provide a single review response for each formal round.

7. Items Outside This RFQ

- Bulk printing, manufacturing, production assembly and final-volume packaging of game kits.
- Development of the MineOpportunity digital platform, digital banking, scoring, dashboards, leaderboards or event-administration software.
- Creation of gameplay content such as digital question cards, research missions, politics cards or digital rewards except where sample content is needed to size/layout physical materials.
- Changes to the fundamental gameplay rules unless expressly requested and approved by MineConnect.

8. Proposed Schedule

Milestone	Target
RFQ issued	22 October, 2026

Milestone	Target
Questions deadline	28 October, 2026
Quotation deadline	4 November, 2026
Selection / kick-off	9 November, 2026
Initial design concepts	23 November, 2026
Prototype/mock-up review	30 November, 2026
Final design approval	7 December, 2026
Manufacturing-ready package	14 December, 2026

9. Quotation Requirements

1. Company/consultant profile and primary contact information.
2. Understanding of the physical game-design assignment and proposed design process.
3. Relevant examples of physical product, educational game, board-game, exhibit, packaging or comparable design work.
4. Proposed team and any subcontractors/fabricators.
5. Proposed approach to materials, durability, portability, accessibility and manufacturing-readiness.
6. Prototype/mock-up approach.
7. Work plan and schedule.
8. Detailed fixed-fee quotation with third-party prototype/fabrication costs and optional services separately identified.
9. Confirmation that four (4) consolidated revision rounds are included.
10. Hourly rate for additional approved design work.
11. At least two (2) relevant client references.
12. Assumptions, exclusions and any recommended changes to the scope.
13. Proposed approach to designing for the initial one hundred (100) kits while maintaining a practical pathway to future higher-volume production, including any anticipated sourcing, tooling, mould, minimum-order or fabrication constraints.

10. Evaluation

Criterion	Weight
Understanding and design approach	20%
Relevant product/game/packaging design experience	20%
Materials, durability, portability and accessibility approach	20%
Production-specification and manufacturability approach	15%
Schedule, collaboration and prototype approach	10%
Price and overall value	15%
Total	100%

11. Submission Instructions

- **Format:** Submit electronically in PDF format only, as one complete attachment. Do not submit links in place of the required submission file.
- **Email:** mineopportunity@mineconnect.com
- **Subject line:** MC-RFQ-002-2026 - MineOpportunity Challenge Physical Game Design
- **Confirmation:** An automatic email will confirm receipt. If you do not receive confirmation before the submission deadline, contact MineConnect at mineopportunity@mineconnect.com.
- **Deadline:** Wednesday, November 4, 2026, at 11:59 p.m. local time. Late submissions may not be accepted.
- **Validity:** Quotes/Proposals should remain valid for at least sixty (60) calendar days from the submission deadline.

Questions and Clarifications

Questions regarding this procurement are to be directed in writing to: **Dorin Ugoh, Special Projects Officer, MineConnect, dorin@mineconnect.com.** Questions must be received by the deadline shown on the cover page. MineConnect may issue written clarifications to all invited or registered respondents where a response could materially affect submissions.

12. Ownership, Intellectual Property and Source Files

Unless otherwise agreed in writing, ownership of final custom artwork, brand assets, production files, drawings, specifications, documentation, and other custom deliverables created specifically for this assignment and paid for by MineConnect will transfer to MineConnect, or their respective rights holders upon payment. The Successful Respondent must provide editable/native source files as well as final export formats.

The Successful Respondent/Proponent is responsible for ensuring that any third-party fonts, stock assets, software, templates, manufacturing designs, or other licensed materials incorporated into deliverables are properly licensed for MineConnect's intended ongoing use and are clearly disclosed before approval.

13. Quotation Form

Pricing Component	Price (CAD, before HST)
Discovery and requirements review	$
Concept and physical game-system design	$
Prototype / mock-up development	$
Four included revision rounds	$
Final BOM and material specifications	$
Production drawings / CAD / dielines	$
English and French print-ready artwork	$
Manufacturing-RFP clarification support allowance	$
Optional prototype fabrication / other services	$
Total before HST	$

Pricing Component	Price (CAD, before HST)
Total after HST	$

Additional design / approved scope-change rate: $_____ / hour

Proposed prototype/mock-up date: _____

Proposed manufacturing-ready package date: _____

Quotation valid for sixty (60) calendar days: ☐ Yes

Authorized representative: _____ Title: _____

Signature: _____ Date: _____