

RFP NO: DSSC/SJWGS/453/2/2015-16/Wargaming dated 04 Jan 2016

PROCUREMENT OF SOFTWARE BASED JOINT WAR GAMING SYSTEM FOR DSSC, WELLINGTON

NOTICE 1 DATED 28 JANUARY 2016 : DSSC RESPONSE TO PRE-BID QUERIES BY VENDORS

<u>Query Number</u>	<u>RFP Reference</u>	<u>Query</u>	<u>DSSC Response</u>	<u>Remarks</u>
1.	Appendix A Paragraph 1	(a) <u>Army</u> . The highest and lowest formation level. & number of formation to be simulated.	(i) <u>Highest Formation Level</u> . There should not any restriction on creation of war game entities (headquarters) for the war game. However, for simulation purpose upto three corps per force will be considered. The control of the war game would act as the Army Command. (ii) <u>Lowest Formation Level</u> . Facility to mark down to company (and equivalent) level (including company minus) for offensive & up to platoon level for defensive ops. Simulation may be carried out on lower formations federated upto battalion level for offensive and company level for defensive operations. If required higher level federation may be carried out.	Refer hierarchical structure as available at Indian Army Website – www.indianarmy.nic.in .
		(b) <u>Navy</u> .	There should not any restriction on creation of entities (headquarters) for the war game. Total of 1000 units/entities are required. These will include warships, merchant ships, aircrafts, UAV, submarines and special forces based on Army Model.	
		(b) <u>Air Force</u> .	There should not any restriction on creation of entities (headquarters) for the war game. Total 2200 units including fighters, helicopters, transport aircrafts, AWACS/AEWS and UAVs/RPAs.	

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2.	Appendix A Paragraph 2	Scenario Creation	The system should incorporate facility for creation of various scenarios (as per user requirements) from the pre-populated database on terrain, weapons, sensors, platforms, target systems and other entities (including exercise narrative) required for simulation. The scenario itself should be stored in such a manner that it is retrievable at a later stage (even after the current game is terminated). Administrator should be given facility to purge the scenario settings, in full or parts.	
2.	Appendix A Paragraph 13	(b) Entity Database.	<p>(i) Entity database must incorporate all those attributes which are essential to simulate the behavior of each entity. This database has to be pre-populated for each entity by the vendor. These attributes should be user changeable.</p> <p>(ii) Entity database to be populated using open source by the vendor. User should have facility to change pre-populated entity database including additions of new attributes, to alter the behavior of any entity.</p> <p>(iii) The opens source entity database will be modified as per user requirements by the vendor post contract.</p>	
3.	Appendix A Paragraph 5	(a) Resolution of elevation data.	30 m or better.	
		(b) Resolution of imagery data to be supported.	0.5 m or better. This would be provided by the user.	
		(c) Vector Layers that the system should support	(i) The system should incorporate the effect of following geographical entities for analysis & simulation:- Administrative boundaries, administrative division, boundary demarcation, communications including airways, railways, roads, tracks, transmission, contours & break lines, land form, structures, text, towns, villages, buildup area, vegetation to include borders, cultivation, plantation, forests, gardens,	

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			<p>trees, vegetation, water borders to include canal, coast, hydro-construction, rivers & river banks, tanks, lakes, wells etc.</p> <p>(ii) The maps including the entities like road, rail, river systems, transmission, contours etc should stich in a manner that the effect is seamless across the maps.</p>	
		<p>(d) Will these be provided by DSSC for 2000 X 2000 nautical miles</p>	<p>(i) <u>Land Maps.</u></p> <p>(aa) Vendor will provide land maps which incorporate effect of required entities for correct depiction & simulation. The maps should incorporate the required elevation data. The vendor will be responsible for stitching the required maps.</p> <p>(ab) Over and above the land maps provided by the vendor, DSSC may provide maps to meet specific requirements of certain war games. DSSC provided maps will be read into the system correctly. However, DSSC will provide these maps only when the system is deployed post awarding of the contract. Porting of DSSC provided maps & working of the system will have to be demonstrated during the Technical Evaluation at DSSC. In this case, stitching will be vendor responsibility.</p> <p>(ac) Indian Military Grid Reference is required to be incorporated.</p> <p>(ii) <u>Nautical Maps.</u> Nautical vector maps will have to be provided by the vendor. However, bathymetry data such as salinity & temperatures are not essential.</p> <p>(iii) The facility for terrain doctoring will be incorporated in the system.</p>	

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5.	Appendix A Paragraph 8	Facility to create army, navy & airforce platforms, weapon systems & sensors.	This requirement means creation of new type of platforms, weapons & sensors etc.	
6.	Appendix A Paragraph 9	The system should support 500 players (250 computer terminals).	(i) 500 users will participate in the game on time shared basis on 250 terminals as of now. The numbers of terminals may increase in future. (ii) These users will be part of formations. (iii) The hardware & network exists at the user premises. (iv) Command & control structure, organization to be modelled as well as the architecture of the game is user defined & thus no specific inputs are required to be shared as part of the RFP. Vendor may exploit open source for the same,	
7.	Appendix A Paragraph 18	Real time support	This entails facility for upgrade as well as technical support to meet the minimal down time as specified in the RFP.	
8.	Paragraph 4 & 8 of Part II of RFP	Delivery Time	Delivery of the software at DSSC shall be completed within four weeks from the effective date of the contract. After the system is delivered at DSSC, the vendor shall install it within two weeks from the date of delivery. On successful installation, the system will be modified to user requirements during the next six weeks and put them acceptance test procedure thereafterThe commissioning of the system will be deemed to be completed only on successful completion of Acceptance Testing.	
9.		Paragraph 26 of	This would include on site basic training of 500 users (players)	

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		Part IV & Paragraph 17 of Appendix A	initially.	
10.		Demonstration of System being offered by the vendor at User Premises	Post submission of the bids by vendors, the system being offered by the vendor will be demonstrated at DSSC to the Committee carrying out Evaluation of the Technical offers by the vendors. The dates for the same will be intimated to the vendors later.	
11.		Network and Hardware Requirements	(a) The vendor is required to submit the minimum configuration of hardware & network requirements essential for deploying the system being offered & running of war games at DSSC efficiently. (b) If the system being offered by the vendor requires customized hardware as part of the deliverables, then the vendor will supply the same along with the software. Warranty and AMC should include the support for such hardware as well. This will be specified by the vendor in the Technical Bid and costed accordingly in the Commercial Bid.	
12.		Does the game have to match the course curriculum?	The system is intended to be exploited for relevant exercises & war games of the College throughout the Course.	
13.		Will staff checks & staff tables need to be populated by the bidder to be programmed in the software?	System being offered should meet the requirements as specified in the RFP.	
14.		Incorporation templates for input	The system should facilitate input of plans at by the user. This will be evaluated during the Technical Evaluation.	

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		of plans by the users.		
15.		Playing of separate independent games simultaneously.	The software should facilitate simultaneous & multiple deployment as well as execution of game by six groups of users.	
16.		Requirement of 3D Line of sight/line of communication calculations.	This is inherent to the simulation logic.	
17.		Are 3D map & imagery features required? Are walk through /fly through required?	Desirable.	
18.		Requirement of BDA pictures and incorporation of UAV imagery.	Desirable.	
19.		Requirement of Solar/Lunar almanac.	This is inherent to the simulation logic.	
20.		For Air Force, requirement of handling fighter & helicopter ORPs and need for manually triggering scrambles.	This is desirable to incorporate response from the players during war game.	
21.		Need to fire missiles manually for Naval Forces. Need to configure	Important decisions such as engaging hostile forces need to be initiated by the user. Grouping of ships into various formations is inherent to the user plans.	

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		CTF, SAG, CBGs, etc.		
22.		Pre-bid meetings.	Refer Paragraph 2 of RFP.	