Competitive Analysis

Description of Your Planned Project

Briefly describe the project you're planning to work on (in this case, the game Breakout). What is the goal of the game? What are its main features?

I want to make an air combat shooting game. The goal of the game is to shoot down all of the enemy airplanes and to win the final boss. Here are the main features. A player can shoot its missle by pressing spacebar. For each play, a player will go down if it gets shot by enemy's missile. There are only 3 lifes for each play. Player's missile can be upgraded to better missile if a player gets an item.

Evaluating Your Competition

Identify 3 similar projects that already exist. For each competitor project, write a few sentences that describe:
- What the project provides to the user
- What makes this project unique

Bomber At War 2

http://action.gamesxl.com/bomber-at-war-2.html

This game provides the airplane shooting game for the user. It is quite hard to play this game because player has to change its speed and direction in the screen in a different way. This project is unique since it is quite hard to play, so it would be unpopular to the user.

1945 airplane game:

http://www.agame.com/game/strikers-1945-flash

This game provides the airplane shooting game. It is played by 3rd person perspective. Also this game is similar to the traditional airplane shooting game as arcade game. This project is unique since this game looks like traditional arcade game and the instruction is straightforward.

3-D air combat game:

www.airplanegame.us/dogfight-sim-3d-simulator-games/?play=game

This game provides the 3-D airplane shooting game for the user. It is really realistic game, and it has many fancy features. The player would feel like they are actually in the war. But also this game is quite hard to play. This project is unique in that the game has realistic graphic.

Identify Comparison Dimensions

Come up with a list of at least five attributes or features that you want to compare between the competitor projects. These dimensions should be user focused (i.e., something that the user can directly observe or experience).

1. How the game is played (1st person perspective or 3rd person perspective)
2. Whether player can upgrade its weapon?
3. Is there a final boss in the game?
4. Can 2 players play the game together
5. Can a player choose its airplane at the beginning of the game

For each dimension (**rank ordered from most to least important**), provide both the dimension name and why the dimension is important.

Comparison Table

Fill out the table shown below with the features you identified in the section above.

	Perspective	Weapon upgrade	Final boss	2 players mode	Airplane Choosing option
Bomber At War 2	3rd	No	No	No	No
1945 airplane game	3rd	Yes	Yes	No	No
3-D air combat game	3rd	No	No	No	No

Summary

Using the results from your comparison, provide a summary of your findings. You should concentrate on

- Features that your project will need to be competitive
- Identified gaps that your project can take advantage of

From the findings, I have seen some games that are quite hard for users to play. If a game gets quite hard to play, then the user would not play the game. So my game would be user friendly and will be easy to follow for the users. Also I want provide many options for the user. Many other games in the market do not provide many options for the user. Users cannot choose its airplane and cannot upgrade its weapon. Furthermore, no airplane game can be played by two players. So I will implement my game for the users by providing many options such as allowing the user to choose its airplane, upgrade weapon and two players mode as well.