BREAKOUT: 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?

This project is a brand-new version of breakout, a classic multiplayer arcade game. It has rows of bricks at the top, a ball that destroys the bricks, and a moving platform for the ball to bounce off of. The goal of the game is to clear bricks to get the highest score. Players get three turns to clear two screens of bricks. The ball can also bounce off the walls. The player loses a turn if brick misses the platform and touches the ground. The points a brick can give depends on its color.

# 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

1. <https://www.bgames.com/misc-games/brickout_online/>
   1. Breakout Online is a breakout game with various levels. It only works using the mouse, and the mouse does not work if it goes off the screen.
   2. It has sound effects, a unique design, and a pause button.
2. <http://www.gamesxl.com/arcade/sparkanoid>
   1. Sparkanoid is a timer-based breakout game. A player loses points if the ball misses the platform and gains points by destroying bricks. You also lose if you lost all your balls before the timer ends.
   2. It has a beautiful design, sound effects, instructions, high score, and lives (amount of balls).
3. <http://www.agame.com/game/breakout>
   1. Does not work without plugin!

# 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).

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

1. Score
   1. This is the most important because a player needs to know what their score is to determine how they did in the game.
2. Lives
   1. This is important because the player needs to know when the game ends
3. Levels
   1. This is important because it makes the game more interesting and adds more motivation for the player to come back and keep playing, perhaps to beat other levels. It satisfies both beginner and advanced players.
4. Sound
   1. This is important because it makes the game more interesting and engaging.
5. Pausing
   1. This is important in case the player needs to leave the game to take care of any situation/work, such that they could continue the game instead of starting over. This would prevent frustration on the user’s part.

# Comparison Table

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **score** | **lives** | **levels** | **pausing** | **sound** |
| Competitor 1 | Yes | Yes | Yes | Yes | Yes |
| Competitor 2 | Yes | Yes | Yes | No | Yes |
| Competitor 3 | ?? | ?? | ?? | ?? | ?? |

# 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
  + My project would need to have score, lives, levels, and sound features, as well as additional features to be unique from the competitors. Pausing, unpausing, and saving high scores, and perhaps creating a billboard to compare/share scores across other players/friends might make my project stand out from the competitors.
* Identified gaps that your project can take advantage of
  + Some competitors limit the game to an audience that has the ‘required plugins.’ My game could be compatible to all devices, without needing additional plugins.
  + Some competitors had issues with mouse-sensing abilities, and most did not have keyboard controls. My game could have good mouse-sensing and keyboard commands.