ALEX KIDD2 : Competitive Analysis

# Description

Alex Kidd is a comic book character that appeared in a lot of video games and arcades in the 1980s. The first was Alex Kidd in Miracle World and more kept coming. However, this era soon died, and development for versions compatible to new technology ceased. Thus, as the tech industry grew, Alex Kidd was no longer playable and other games took its place. None were as good, though, I would add.

Alex Kidd2 is a new, improved version of Alex Kidd. With multiplayer features and an addition of exciting board games in the larger game, Alex Kidd2 is going to bring back memories for the older generations and an entertaining web-based game for the younger generations.

# 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. Alex Kidd in the Miracle World
   1. <http://www.retrosega.com/game.php?id=16>
   2. Needs a flash player
2. Alex Kidd in the Miracle World
   1. <http://emulator.online/sega-master-system/alex-kidd-in-miracle-world/>
   2. This game works well. The window is very tiny, but there is a player that moves and a score feature. It lacks instructions. It took a while to figure out how the player jumps or attacks.
   3. It randomly assigns a different screen play each time, and the keys for each level is different.
   4. Game pauses if you’re not on the window.
   5. You can’t see your score until game ends.
   6. It has sound effects
3. Alex Kidd in the Miracle World
   1. <http://www.arcadespot.com/game/alex-kidd-in-miracle-world/>
   2. Lots of ads
   3. You cannot see your score until game ends.
   4. It has sound and play instructions.
   5. There is a mute button and game save button and ability to load and continue old game.

# 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. Instructions
2. Score display
3. Pause
4. Sound
5. Levels

# Comparison Table

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Instructions** | **Score display** | **Pause** | **Sound** | **Levels** |
| Competitor 1 | No | ?? | ?? | ?? | ?? |
| Competitor 2 | No | No | Yes | Yes | No |
| Competitor 3 | Yes | No | Yes | Yes | 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

Competitive Features:

1. Adding clear instructions
2. Display score on game play screen
3. Ability to pause the game and continue it
4. Add sound (perhaps ability to change the music as well, and mute option)
5. Add levels

Gaps

1. None of the competitors had clear levels, so my game can have levels.
2. None had a multiplayer option or a way to share or store high scores. I could add that in my game.
3. A big (full-screen) game display would also be a big advantage. The tiny screen really makes it hard to play.