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15-112 Term Project Competitive Analysis

For my term project I will be creating a user-customizable version of Galaga. Here are a few comparable video games and application which I would like to emulate and/or improve upon.

**Namco/Midway’s Galaga:**

Video Reference: <http://www.youtube.com/watch?v=3p7u8uCR6yw>

Flash Recreation: <http://www.freegalaga.com/>

* The video reference shows video reference of the original galaga game. This would be an optimal objective to hit. Main features I would like to emulate are. 1) The smooth movement of enemies along flight paths, 2) advancements in difficulty as the game progresses and 3) the introduction of new enemies as the game progresses.

There is one main advancement which I would like to make. I would like the user to be

able to generate their own enemies and paths in order to break the monotomy which sometimes overcomes a galaga game. The enemies will always move in the same paths (although the order is not predictable). If the user’s can customize their experience on more than just an aesthetic level than this game will be extremely successful both algorithmically and on a user’s perspective.

The Flash recreation is noted here as more of an “anti-point”. It does not contain the same fluid motion or gameplay which actual galaga has and make the game a much less playable experience. In particular, the completely out of sync timing which plagues the game makes it almost unplayable. I need to pay strict attention to the quality of animation.

**Galaga Clones:**

The category of a game clone is very wide and so I’ve tried to find games which were similar but not exactly the same as galaga. Fixed space shooters, and fixed shooters in general made the cut. Each of them seems to be trying to have a galaga-esque play style but “add something new” to the mix. A majority of the times this fails.

**Examples:**

* **Bugatron** - <http://www.youtube.com/watch?v=KuVBchOFNsY>

Bugatron tries to add guided missiles to the game which don’t make the game seem challenging at all. Updated graphics are added to the mix. This ends up looking cheesy as opposed to the classic graphical look which galaga has.

* **Xeno Assualt** - <http://www.youtube.com/watch?v=N7rUPyXtHsw>

This game adds upgradeable portions (such as better weapons) which are a nice addition to the basic Galaga framework. It also includes larger / harder enemies such as bosses as opposed to the swarms which basic galaga provides. This helps to break up the monotony of the basic swarms. Despite these facts, the game is not much different from base galaga and the minimal ui and gameplay improvements do not add much to the experience.

**Drawing Programs:**

The idea to allow users to draw in their own enemies and paths came about from my desire to create a flash-like animation program rather than a game for my term project. By combining the two, this could make for an algorithmically complex and effective user experience.

**Examples:**

* **Anima 15-112 Term Project by Anton Pleshakov**

This term project was the main inspiration for me to create an animation based program. The program seems to utilize an MS Paint like system to draw lines. For my project I could utilize this system to record the results of a user mouse click and translate that into a list of (x,y) tuples then translate that into a list of points which enemies can travel along.