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15-112 Term Project Competitive Analysis

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In terms of games similar to what I intend to create for my term project, the most best example is, obviously, the Civilization series, as I intend to create a game largely similar to Civilization. In terms of user-interface, Civilization is largely easy to interact with, but occasionally has complicated menus. Though, as a consequence of being a turn based strategy game, the complicated menus to not create a particularly large problem. Engine-wise, I especially like the culture, war, and happiness engines in Civilization. I think that the culture engine provides necessary depth and a viable path to victory (in addition to the “obvious” path of military domination), and the war engine makes for balanced, but not entirely predictable combat. Additionally the happiness engine provides tangible consequences for, essentially, overextending an empire. Hopefully, my game will emulate those three engines, particularly. I am currently neutral on the diplomatic engine, which I find to be absolutely functional, yet shallow, somehow. If possible, I would like to build a higher degree of intricacy into my diplomatic engine. Two engines of which I am not particularly fond in Civilization are the religion and espionage engines. I find, that, while they do add depth to the game, they are somewhat linear. If I have time to include tertiary engines, such as those, into my game, I will, ideally, be able to build rich, multi-faceted religious and espionage gameplay.

Another similar game, to my term project, is “Age of Empires: Age of Kings”. Age of Kings is also a turn-based game, however, it is more focused on combat than empire building. As such, I greatly appreciate the depth of its combat system and maps, which are well suited for combat. Though, on the other hand, it lacks the depth that the additional facets of gameplay/engines that Civilization has. As such, I feel that, as a game, it is somewhat shallow.

Finally, a third game that is similar to my vision of my term project is “Warcraft III: Reign of Chaos”. Warcraft III is largely similar to my term project; both games (mine, hypothetically) revolve around building various “cities”/“bases”, producing units, and combatting against enemies. However, the main difference is the fact that Warcraft III is a real-time-strategy (RTS) game, instead of a turn-based game (as both Age of Kings and Civilization are). As a result of it being a RTS game, there is myriad animation in Warcraft III that will likely not be included in my game, as it would serve as more of a peripheral. However, also as a consequence of being a RTS game, the menus in Warcraft III are emphatically clear and elements of the game very intuitive to interact with. Compared to another example I gave, Civilization, which has somewhat complicated menus, Warcraft III is often much easier to interact with. Hopefully, though my game is a turn-based game (like Civilization), I will be able to include effective but concise menus in the user-interface.