Daniel Barychev – Competitive Analysis

The following is a list of similar applications to the one I will be creating:

Pacman – by far, the game which shares the most similarity to my term project idea since it has enemies that intelligently determine ways to catch the player. As the levels progress, the enemies figure out how to use each other to trap the player together. I hope to do this across multiple stories.

3rd Person Platformers (Sly Cooper, Ratchet & Clank, etc…) - Although these games only deal with enemies when the player sees them, they are in 3D and deal with conflict on multiple elevations. Enemies can follow the player once he or she is spotted across floors and tunnels and this is crucial functionality in what I plan to make. These games also involve a fair deal of puzzle solving in terms of platforms which I also hope to incorporate.

Math Blaster (and other educational games) – This game, which I was actually forced to play when I was much younger, creates space scenarios where the player must solve a mathematical problem in order to proceed with the level. The game is now in 3D and since I will probably have a puzzle solving aspect in my game, it will probably be math based (similar to the examples in Math Blaster). For example, if I am faced with a gap that is 5 feet long and the total area of the gap is 20 square feet, what is the width of the plane that I must insert? Answering questions like this in order to proceed is an intrinsic characteristic of Math Blaster and other educational games.