In this document I will be researching mechanics within games similar to the one we are designing.

First off I looked at a game that shares similarities with ours, Angry Birds. Angry Birds is a game in which the objective is to knock over the enemies which are pigs, to do so the player has to aim their bird in and set the power they wish to shoot it. Pigs may be out in the open or they may be hidden within structures that the player will then have to either knock down or go through.

Angry Birds has other games that differ from the main series, these are games such as Angry Birds space in which it introduces a gravitational pull mechanics which may cause the projectile bird to arc.

Angry Birds also offers a variety of different projectiles such as the blue bird, the blue bird splits in to three birds in order to cause a wider range of damage to a structure, it should be activated close up in order to create more damage. The yellow bird give the bird a speed boost and ignores the trajectory of the original path when activated, when activated it will move very quickly in the direction it is pointed. The white bird will drops eggs as bombs below it’s trajectory in order to blow up enemies.

The second game I decided to look at was Crush the Castle. Crush the castle is similar to angry birds in that the aim is to use the projectiles in order to kill the enemies within their castle. Differences between the two are Angry Birds you yourself can see the trajectory of the way you’re aiming whereas in crush the castle the way to aim is by using the trebuchet and releasing it at the perfect opportunity.

As you progress through the game different projectiles are able to be unlocked which are also similar to Angry Birds. Different projectiles include: a bomb which can be used to destroy castles made of stone, three bombs to place in three different places, larger stones for more of an impact.

The third game I looked at was a game for the Wii U called Splatoon. Splatoon is a third person shooter it is a team based game in which the objective of the game is to cover more of the floor with your teams colour than your opponents.

Players only have a limited amount of “ink” ammo before they have to refill by transforming and using the area they covered to gain it back. Other mechanics include being able to shoot an enemy player in order to make them respawn as you gain back the territory.

Players can also choose different items in order to spread paint in to different sections of the map for instance the paint roller which paint a wider area than the paint gun however you move slower when using it and reload time is also slower.