Competitive Analysis

# Description of Your Planned Project

Earth 2 is a real-time strategy where a user takes on the role of rebuilding earth from its shattered state. Given 5 drones and some materials to start with, the user must remake civilization on this second earth and save humanity. However, other sects from Earth’s splintered society have the same idea. The user must win by either constructing a warp gate large enough to bring over their entire peoples or purge the planet of all competing sects.

# Evaluating Your Competition

1. Starcraft II – a real time strategy that takes place in the distant future. The user has a similar gameplay experience to a user in Earth 2 in that they command an army and construct them with buildings they’ve planned but the game is solely military and there is little to no societal aspect of the game
2. Age of Empires II – an older real-time strategy but played just as often. The user has a typical RTS experience with the control and layout of the game. The game is also much larger scale in that civilizations evolve as the game continues creating a societal aspect to the game, but the primary objective is still military domination
3. Sid Meyers Civilization V – while this game is not an RTS, it is a turn based strategy. The advantage to this is that the user can focus much more on their society and make careful calculated decisions. This also allows for multiple win conditions, but the military aspect of the game is lacking because units become expensive, saturated, and cumbersome.

# Identify Comparison Dimensions

1. Real time user interaction with other users
2. Multiple win conditions
3. Civil planning and layout (not military focused)
4. Single player and multiplayer capabilities
5. Domination Win Condition

# Comparison Table

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Real Time** | **Multiple Wins** | **Civil Gameplay** | **Single/Multiplayer** | **Domination** |
| Starcraft II | ✔ | X | X | ✔ | ✔ |
| Age of Empires 2 | ✔ | X | ✔ | No Single player | ✔ |
| Sid Meyers Civ V | X | ✔ | ✔ | ✔ | ✔ |

# Summary

Based on my findings, games of this genre lack a not militaristic aspect and if they do have it they sacrifice the fast-paced aspect of the game that the users enjoy so much. However, every single game has the ability to win by destroying all opponents so that has to be included in my game. Also, 2 out of the 3 games have some kind of single player capability so that is integral to my game as well. All of these things should be incorporated into the game but the most imperative is the real-time strategy aspect. Without that it needs a lot of added complexity to keep up with games like Civilization V. The second most valuable, I think, is the multiplayer capability because that is the one things all 3 of these games thrive on. Third most important is going to be the multiple win conditions because that is what sets this game apart from the others.