Criteria	BGA	Dire Wolf	Berserk Games	Nomad Games	Monster Couch	OMGG
Visual quality & adaptation	Faithful but simple transpositions, basic 2D visuals without immersion	High visual quality, modern interfaces, and polished visuals	Quality depends on mods; few standardization, sometimes amateurish appearance	Faithful transpositions, mostly basic	High visual quality, modern interfaces, and polished visuals	Enriched adaptations with graphics redesigned to fit the universe; clear UX orientation, modern interfaces, and polished visuals
Diversity & catalog	~700 games of various genres	Catalog limited to licensed titles	Very large potential, diversity depends on the community	Limited catalog, focused on specific adaptations	Short catalog, but games are consistent with their style	Catalog built with a carefully curated selection + modular expandability (editions, packs)
Enriched gameplay/innovative ideas	No enhanced gameplay	Enhanced adaptations for a handful of games	VR, mods and sandbox	Classic adaptations, few innovation	Immersive additions (lore, graphics, etc.)	Enriched digitization: immersive additions, dynamic cameras, cinematics, environment, lore, etc
Loyalty & Live service	Few live service, but daily missions, rankings, ELO progression	No loyalty program or live service	No integrated system, depends on the community/mods	No loyalty program or live service	No loyalty program or live service	Battle pass, daily quests, community challenges, integrated seasonal events, rankings, etc.
Business model & monetization	Freemium, incentive to upgrade to Premium via popular games	Classic premium model via direct sales and DLC	One-time purchase reinforced by DLC	Classic premium model via direct sales and DLC	Classic premium model via direct sales and DLC	Classic premium model via direct sales and DLC, in-game monetization, optional paid content

Meets the criteria   Partially meets the criteria   Don't meets the criteria

Visual quality & adaptation
- Evaluates visual richness, UI, animations, soundscape, and whether the digital version offers an immersive experience compared to the physical version.

Diversity & catalog
- Measures catalog size, genre variety, and platform modularity/extensibility (addition of new titles, DLC, mods).

Enriched gameplay/innovative ideas
- Gathers together specific digital contributions: new mechanics, video game immersion (cams, cutscenes, lore, dynamic sounds, character movement, VR, sandbox, scripts, etc.).

Loyalty & Live service
- Analyzes the presence of retention systems: battle passes, quests, seasonal events, rankings, persistent progression, regular updates.

Business model & monetization
- Evaluates how the platform generates revenue: freemium, premium purchase, DLC, microtransactions, subscription.