Competitive Analysis--MotherLoad

# Description of Your Planned Project

I am making a clone of the game MotherLoad. I will make some small changes such as changing the graphical style of the game. I also want to attempt to add multiplayer with sockets, which will add a social element to the game, and will try to add the option for the player to create “depots” underground, which will help shorten the gameplay cycle and make it less monotonous. The endgame will be similar to the original MotherLoad flash game, with the player fighting a boss.

# Evaluating Your Competition

MotherLoad – The original flash game. The player starts as a mining tank on a new planet, and over the course of the game the player mines ores and upgrades their tank to mine deeper. The player must also avoid running out of fuel or health from various environmental obstacles, or they die. At the end of the game, the person you work for is revealed to be Satan and you fight him.

Super MotherLoad – A similar game to the original, this game includes local multiplayer, a puzzle element, better graphics, and a story. The game lowers the difficulty by removing the ability for the player to die, and de-emphasizes the importance of upgrading the tank by locking it based on where in the story the player is.

Pygame Motherload—A clone of the original MotherLoad. Much simpler and easier than the original game. The tank can not be upgraded and the end objective is to obtain a dollar.

# Identify Comparison Dimensions

Gameplay— Specifically, this will focus on the enjoyability of the fundamental pieces of the game. Here, it would be mining, upgrading, avoiding dying, and selling. Since the player spends almost all time in game doing these activities, these should feel satisfying.

Roguelike/roguelight features –The randomly generated bits of the game that help add to its replayability. This includes permanent death and randomly generated ores. These allow the player to experience a new start each game, and also add incentive to avoid death so the game can progress.

Upgrade options – Allowing players to upgrade their character adds to the feeling of in game progression.

Social element— Allowing players to play with their friends opens new opportunities for gameplay, specifically allowing collaboration between players.

Sound/Graphics – Well chosen sounds/graphics add satisfaction to the fundamental bits of the game, mining and selling.

# Comparison Table

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Gameplay** | **Roguelike Features** | **Upgrade Options** | **Social Element** | **Sound/graphics** |
| MotherLoad | Above average | Random map, must save regularly | Many with flavor text | No | Outdated |
| Super MotherLoad | Average | None | Limited | Yes | Great |
| Pygame MotherLoad | Bad | None | None | None | Bad |

# Summary

My project will take advantage of the fact that none of these games include both roguelike features and a social element, by including both of these features in the finished product.