Competitive Analysis:

My game is like this: <http://gizmodo.com/5980796/first-ever-incredible-footage-of-a-thought-being-formed>

Not really, but it’s cool, and the structure for the puzzles are based off this video.

In terms of games, this game has things in common with Spacechem, Osmos, and Thomas was alone.

Spacechem is the same sort of puzzle structure, with having a simple puzzle mechanic that builds on itself. Namely, the puzzle within a puzzle feature of the chem factories. You use them to construct certain molecules, then use the molecules to build other molecules with materials generated in other factories. Also, having time to set up your solution before launching the puzzle.

In my game, you’ll be doing something similar with ideas. You’ll connect information in the form of synapses to nodes that decipher certain input, and when you launch the puzzle, there has to be a path that connects each of the synapse’s outputs to the other’s. This will create an association, which can be used with other similar associations to build objects. The objects will be used together to create understanding. I’m not including all the features of Spacechem, but I can’t think of specific things that I want to avoid.

The themes in common with Osmos are mostly stylistic. Orbs based on ideas in biology. I want it to represent the biological components in a way that is both understandable and inaccurate. I don’t want to be building exact replicas of synapses, but I want the user to understand what’s going on.

I’m going to avoid using their ideas of biological enemies, though it could fit into my game. I hope it’ll be challenging enough without a competitive aspect.

Thomas Was Alone is very similar in terms of story, though it is a platformer. It’s about AIs becoming self-aware and discovering the world. It does a very good job of making the AIs relatable, funny, and cute in their innocence. What I want to avoid is having too much of the story told by a third party. All of Thomas Was Alone is told by a narrator, but I want the story to be a little more hands on. My “scientist” characters for the cutscenes will be kind of like the narrator, but I want the computer to take an active part in the telling as well. I also don’t want the puzzles to take a back seat to the story, which is unfortunately how I originally designed it. Thomas Was Alone was a really easy (but fantastic) game, and I want this game to be a challenge. I’ve fixed up the puzzles since I started, so now I want gameplay to be at least on par with the story, so the player feels like he’s really challenged to get to the end of the story.

So all-in-all, I’m looking for good design, good story, and good puzzles in an original setting without any of the drawbacks.