**Term Project Competitive Analysis**

“This is a written document summarizing your competitive analysis, where you scour the web and find several existing products that are similar to what you propose. You need to use those products and carefully think about them, then list a few features in those products that are especially compelling, that you plan to include in your program. Also, list some anti-features, which are features you do not like in those products and plan to change in your program. Do not just exhaustively list all the features of those apps, since they will have tons of features that are not really relevant to your program. Stick to those few features that are directly relevant to what you are building. This is not a short piece of work. Doing a competitive analysis well will take several hours at least.”

* **Mario Kart** (Different Versions):

Each game obviously has different features but they are relatively similar so I will analyze the basics

* + Features

Intend on Incorporating

* + - UI is appealing and easy to navigate and it’s available for every Nintendo system
    - Many Characters to be able to choose from
    - Level of difficulty to choose from
    - Selecting what map you want
    - Racers start and have a count down before they are released to race
    - AI’s will race against you and time of the lap is tracked
    - Map to show where you are on the course
    - Time Trials and best times are kept on a score board
    - Animation of the character when turning
    - Specialty boxes and better odds of getting better power us when in lower positions
    - Speed Boosters on tracks
    - Can’t go in the wrong direction
    - Throwing a red shell at someone will low-key track the other player in front of you

Will Not incorporate:

* + - Tournament of courses and win cups – Grand Prix
    - Unlocking specific characters/karts
    - Each Kart has its own abilities and you get to choose
    - Multiplayer across the internet or locally
    - Battle grounds so it isn’t just a race track
    - Drifting and drafting
  + Anti-Features
    - Only difference is that the user will control the character by using a wheel (like the Wii has the add on wheel)
    - The point of my project is to closely replicate Mario Kart and I don’t really want to change anything as far as the production
* **NullDrifters** (PC/Android):
  + Features:
    - AI’s raced against me and won just as much as I could
    - Different difficulties to race against
    - If I fell off the edge of a track, then I would be replaced back on
    - Tracks were the same but designed differently so 5 tracks but each track had 3 dif. skins (15 tracks) same with characters
    - There were speed boosters, but no other MarioKart-like features
  + Anti-Features
    - Game was only built for PC and Android and built using GameMaker
    - Crashes a lot on several modes (couldn’t ever use Time Trail)
    - Moves way to fast to control
    - PC controls for UI were difficult to find/use and Android controls sometimes wouldn’t work
* **HackerKart** (Built in Python):
  + The game was built in python and I will do the analysis after I download PyGame to see how it runs because that’s how it was built.