Competitive Analysis

Description of Your Planned Project

I am making an rpg game on the surface and first person maze like game as a subgame. The rpg game would work like any typical rpg but instead of fighting, people would be an architect and build buildings. In the subworld, it would start as a black screen with speaking allowing the world to illuminate and help you make your way to a lost child for you to save.

Evaluating Your Competition

Identify 3 similar projects that already exist. For each competitor project, write a few sentences that describe:

Lurking: This is a horror game that heavily uses sound. Essentially, the sounds that occur in game result in the world being mapped out. If no sound in game is made, sound that also happens in the real world also causes the environment to be mapped out. No sound results in the screen being black. However, with sound, the enemies also know where you are making it an interesting horror experience where the user must balance the need to see and move with the risk of enemies coming.

Undertale: RPG styled game in which people can play through a really engaging story in two ways: genocide or pacifist. Either people can choose to save monsters and help them, or kill them all. In providing a mercy option, it differs from traditional RPGS.

Pokemon: RPG styled game in which you play a character that collects pokemon and battle other people in game in effort to win all the badges and defeat all the gyms. This is one of the most famous rpgs that offer players feeling of nostalgia at playing the well-known game.

Dark Echo: This is a game based on sound in which sounds in game create certain patterns and you must do your best to survive using those sound cues and visual patterns. It provides a different experience in which you can see the sound waves ritchoting and hitting walls with different colors representing different sources of the sound. Nothing concrete is shown making interesting and visually appealing.

Identify Comparison Dimensions

For Pokemon and Undertale

1. Interactions w/ Environment: Interaction determines the game. The more interactable objects in the game, the more things people have to do to make a more whole experience.
2. Fight Sequence: Fight sequences provide action in which players must in some way defeat opponents leading to the thrill of winning or pressure of losing.
3. Story: The story element is important though not always included since it can make a game more meaningful. It can turn a game from just a forgettable

thing you go through for in the moment thrills to something that changes the way you think.

4. Music: Music is important because an effective soundtrack effects the atmosphere. A effective soundtrack can put you inside a game or prevent you from becoming fully absorbed. Also, music can be very telling in terms of motifs and themes in the game as well as setting the mood.
5. Graphics: Graphics are important because they are the first impression people have on a game. It represents the aesthetic of the game.

1. Sound Input: Sound input is extremely important since the game is based on sound. Sound based games can either choose to include real world input or just remain inside the game.
2. Sound Visualization: Sound visualization is how the sound results in the black screen turning into something else. How the sound is visualized can result in unique experiences.
3. Movement: Moving is very important in the game for the sake of interaction and making something actually happen.
4. Music: Since the game is sound based, the choice of whether to add music or not is an important choice. Music can affect atmosphere but also be counter to the effect of sound.
5. Colors: Colors can be important since everything could be black and white or they can also include a variety of different colors with different representation meanings.

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

	Interaction w/ Environment	Fight Sequence	Story	Music	Graphics
Pokemon	A lot of objects are interactable, but the text is standard	Strategy Based/ Turn Based, just choose an enemy	Has story although earlier games story was less important	Has standard music in all areas/ standard battle music	2D pixelated game although now becoming more realistic
Undertale	Most objects are interactable and sometimes had multiple texts for the same part.	Turn Based and Bullet hell to survive	Story is primary part of this game/ made it successful since it is a critique on ways people play games, but also extremely heartwarming	Has very cohesive music that often repeats motifs	2D pixelated game
	Sound Input	Sound Visualization	Movement	Music	Color
Lurking	Sound input from microphone	Sound allows you to see outline of rooms and objects in room	Move via keys in first person view	None	Black screen with white outlines for normal objects and red to indicate an enemy
Dark Echo	No real world	Sees ritcheting	Move via keys	None	Black

	sound input	patterns of sound waves of interesting patterns	in 2D environment and top down look		background screen with white representing yourself. Red represents enemies, blue water, etc. The color represents what is making the sound.

Summary

My project will be competitive since it takes both different types of games and puts them together. Also, it will be competitive in terms of sound type of game since the visualization will be making the of the room be seen but not just the outline, but the entire color and shade. Also, the type of input would matter since I will be determining if it's positive or negative. The input would then change how the world is visualized. Moreover, I would include music for atmosphere but it would be a focused piece of music that is localized in an area. In terms of rpg type game, it would be competitive since it will be an infinite world instead of a finite story. Beyond that I would not be taking advantage of many gaps in that case, but instead of fighting sequence, I would use a different gameplay, building buildings.