Competitive Analysis // Riki Singh Khorana + rkhorana + MM

1. <http://ieiri-lab.jp/it/2012/11/Tsunami-Simulation.html>

This example is not a software simulation of a Tsunami, but a basic method to import a “water surface” into Google Earth in order to observe the effect.

**Compelling**

* The realistic view of the city you live in being under water
  + This is the ultimate goal of this project, where the users can simulate their evacuation route depending on which locations are safe and not
* The ability to walk around the city
  + This is also a feature that is crucial to realistically simulating the Tsunami

**Anti-features**

* I do not plan on being able to walk through the city while it is submerged into the ocean, as that would mean instant death in real life

1. <http://www4.kke.co.jp/kaiseki/software/tsunami_simulator.html>

This software calculates the propagation of a Tsunami depending on each tectonic plate.

**Compelling**

* Algorithms in calculation Tsunami force and momentum in flowing into land

**Anti-features**

* The calculation of a Tsunami at this level (macro) is not needed, since a single city is all that is of concern

1. <https://minecraft.net/>

This is the famous sandbox game, Minecraft.

**Compelling**

* The 2D UI of showing inventory and lives remaining
  + This displays the simplest information that you would need in a real life situation
* The controls of the camera
  + It is very intuitive, which allows for many users from kids to elderlies to be able to use my simulation

**Anti- features**

* Different options for “crafting” not needed