Research for group project.

**Angry Birds**

**Brief information**

* “Angry birds” is a video game franchise developed and published by a Finnish company Rovio Entertainment, the first instalment being realised in December 2009.
* The franchise is focused on around multi-coloured birds who must save their eggs from evil green pigs
* The franchise has been realised over multiple mobile platforms IOS, Android, Windows phone, and Blackberry 10. Although since then the game has been ported to home consoles.

**Gameplay**

* Angry birds game play is rather simplistic, the player uses a slingshot to launch multi-coloured birds, which have all their own unique abilities at green pigs. Which are plotted in or around various structures with the end goal of destroying all the pigs.

**Mechanics**

* The mechanics of Angry birds are purely physics based.
  + **The player must physically slide back their finger on the smartphones touch screen to aim, while letting go to fling the bird the bird forward. (Swiping)**
  + **As the bird is flung forward and will quickly fall to the ground(Gravity)**
  + **Before the bird hits the ground, it’s objective is to collide with the pigs to destroy them. To do this, the player must damage the structures that surround the pigs. (Collison and destructible environment)** 
    - **In later stages, extra items are added such as TNT crates pushes stone away and destroy weaker blocks (Force & Collison)**

**Adversary**

* Angry birds have elements of adversary mechanics, but only in the form online adversary such as
  + **A high score system that is set between friends**
  + **A worldwide score board.**

**Cut the Rope**

**Brief information**

* **“**Cut the Rope**”** is a franchise of a physics-based puzzle video games, developed by the Russian entertainment company Zeptolab and was realised in October 2010.
* Cut the Rope, like Angry birds has been released on many mobile platforms such as ISO, Android, and Windows phone.

**Gameplay**

* The objective of cut the rope games is to feed candy to a little green creature named On nom while having to collect stars.

**Mechanics**

* Like Angry Birds Cut the Rope is purely physics based.
  + **In each level, a piece of candy is hanging by a single or many pieces of the player must cut these pieces of rope by swiping their figure across the touch screen of their smart phone. (Swiping)**
  + **Once the player has cut the rope they must uses objects such as bubbles and bellows to move and manipulate the piece candy in to the creature’s mouth (Gravity, motion/rotation, and force)**
  + **The player must also collect stars throughout the game to earn extra points, but can only collect them with the candy piece. The stars act as collectables, all stationary in each level.**

**Adversary**

* Very much like Angry Birds, Cut the Rope’s adversary mechanics are online based with a leader board to score high scores that can be shared among friends and the world.

**Pocket Tanks**

**Brief information**

* Pocket Tanks developed and published by Blit Wise Studios is a turn-based shooter very much like Worms. It claims to be more mathematical then Worms, to explain the slow paced of the game but makes up for it allow very pierce shots to be made

**Game play**

* At the start of each match a pile of weapons is randomly chosen, then each player picks one from the at a time.
* The player can move their tanks backwards and forward of they wish to, this also allows them to help them aim with more precision.
* Each weapon has a different effect and uses, there is no health in the game. The winner is the player who cause most damage overall.

**Mechanics**

* The heavy focus in Pocket tanks is not only to deal as much damage to your opponent but also to destroy and morph as much terrain as possible.
  + **When the player fires a rocket or a form of projectile they have aim it using an angle counter for the height and power bar for the distant. Which is displayed on the U.I. Much like Angry Birds, when the player fires their projectile it has gravity pulling it down and the depending on the angle and power the projectile may fall faster or slower. (Gravity)**
  + **When a projectile hits the any form of terrain it destroys it or reforms it. Allowing the players to create new obstacles for their opponents or allowing them to create/have an advantage over the player. (Distortable environments and physics based environments)**

**Adversary mechanics**

* There two key adversary mechanics within Pocket Tanks
  + **Firstly, it has offline play, like worms two people can play on one PC by taking turns between each shot.**
  + **Secondly it has online play which plays very like offline play.**