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Competitive Analysis

11/20/17

The First FIFA

Description of game: This game is a mix of FIFA and the mobile game Soccer Stars. In FIFA, the user controls a team of eleven players and tries to score against another team of eleven players that can be controlled by an AI or another user. This game is displayed on the screen and played just like a real soccer game on television would be. In Soccer Stars, the user controls 5 “curling stones” which can be launched forward to hit a ball and score in a goal. The user plays this against another team of 5 curling stones and again, against an AI or another user. Finally, this is played in a bird’s eye display, with both goals on either side of the screen, and the ball being able to bounce off of the walls. The game I will implement includes elements from both of these games. The players from the teams will look like curling stones (9 vs 9), except instead of throwing them, the user will control them with the arrow keys, like in FIFA. The field will be displayed in a bird’s eye view with both goals on either side of the screen and the ball will be able to bounce off the upper and lower walls, but not the left and right walls (next to the goals), this will result in a goal kick, where the goalkeeper starts with the ball. As opposed to the complexity of FIFA, my game will only include a pass, shoot, and tackle operation (no skill moves or crosses or complex passes).

Evaluate Competition:

1. FIFA – player controls eleven players (screen displays just like a real life game) and can pass, shoot, cross, do skill moves, tackle… goal of the game is to win the game by having more goals than your opponent.
2. Soccer Stars – player controls five players (screen displays bird’s eye view of little curling stones). User pulls back and releases to shoot one stone at a time. The stone can hit other stones, the ball, and walls. The goal is to hit the ball in the goal, score, and have more goals than your opponent.

Dimensions for Comparison:

1. Player movement (how does the player move)
2. Screen display (what does the user see?)
3. Player abilities (what can each player do, limitations or no)
4. Strategies (multiple ways to win the game?)
5. 2-Player (ability to play cooperatively)
6. Winning the Game (how do you win? Is it complex enough to be entertaining?)

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| --- | --- | --- | --- | --- | --- | --- |
|  | Player Movement | Screen Display | Player Abilities | Strategies | 2-Player | Winning the Game |
| FIFA | 10 | 10 | 10 | 10 | 10 | 10 |
| Soccer Stars | 5 | 7.5 | 0 | 10 | 10 | 10 |

Comparisons: FIFA has better player movement because the user can control the player in 4 directions, while in Soccer Stars the player can only be launched in one direction. The screen display of FIFA is more realistic than that of Soccer Stars (bird’s eye view) but this does not make it less playable, it is just different and actually very fun. In FIFA, players can do skill moves and there is a difference between passing and shooting, while in Soccer Stars, the player can only be launched forward but does not do anything special. Both games have many different strategies that can help to win the game. Both games have a 2-player option. In both games, winning the game is doable and fun!

My Game: FIFA player movement, w/ Soccer Stars screen display, w/ a mix of FIFA and soccer stars for player abilities (no skill moves), w/ same strats, 2-Player, and winning the game as both games.s