**15-112: Term Project Competitive Analysis**

“Herding game” by Angela Liu (amliu)

**Neopets – “Extreme Herder”**

Compelling features:

* Teleportation doors at edges of screen to allow quick movement across board
* Bonus points for saving all animals
* Differentiation between animals – animals worth different amounts
* Increased difficulty through removing of movement options

Anti-features:

* Monster AI often does not track closet animal, tends to get confused
* Increased difficulty makes game impossible to get pass certain points
* Central pen is boring – too predictable
* No easy way to fight against monster except freezing

**FOG – “Zombie Hero”**

Compelling features:

* Tutorial mode which forces player interaction to get through, ensures learning
* Ability to upgrade certain features to fight back against threats
* Ability to switch between tools best suited for defense up close or far away

Anti-features:

* Keyboard based game requires clicking occasionally, breaks game flow

**Namco – “Katamari Damacy Mini-game”**

Compelling features:

* Point based gameplay – higher points means different objects to pick up
* Pick up display – displays most recent object ‘rolled’ up and information about it
* Player follows mouse, no key controls, good game flow
* Scrolling, infinite screen

Anti-features:

* No true end to game, no point system