**Oregon 112 Competitive Analysis**

* The Original
  + Pros:
    - Realism of the game(diseases and so forth)
    - Depth (There are many possible events to occur)
    - The sense of randomness; Things like diseases which you can’t control
    - The “nostalgia” factor
  + Cons:
    - Classes are boring and insignificant
    - Player feels like they have no control over the game
* Organ Trail (A zombie version of Oregon 112)
  + Pros:
    - Updated story is more appealing to the reader
    - Classes are slightly more impactful
  + Cons:
    - Very linear style; regardless of players actions certain things will have to happen

The other versions of Oregon Trail are mostly version of Oregon Trail with updated UI and changed storylines.

I like the depth of the game which the original version presented which I’m going to attempt to replicate. In general, I’m going to attempt to stay fairly true to the original game. However, there are certain features which I’m going to do away with. Primarily, for the sake of humor/my own whimsy I’m going to get rid of some/all of the realism of the game. 112 isn’t really a living hell and people don’t just drop out the instant they hit a certain grade point. In this sense, my game is going to be a little closer to Organ Trail but in a more light-hearted sense. I’m also going to update the classes. However, I am going to attempt to use the graphics to keep the nostalgia factor which makes the original game so entrancing.