

Research and Analysis

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I am going to be comparing my game which is a 2d music puzzle game to 3 games in this analysis. The three games are Infinifactory, Tadpole Treble, and Mario Paint Composer. My Game has a goal of repeating the tune to something that the game plays for you using note that moves through space. You can play that note by moving objects around so that the move the note through the scene and a trigger that plays a note. There's a row system that dictates what notes get played and the player must figure that out. The other detail is that there is a time element to the game that you must time your events so they happen at the same time or around the same time as the music. You must also take into account that some things may be placed on the board and you can not move them is another mechanic I plan to add. Or that you must hold a specific note for a long time and find clever way to do so. The other game mechanic that is very important to add is that you have a limited number of each object to use in the view.

One of the games I will be comparing my game to is infinifactory. It is a 3d puzzler but it has this tile system where you drop a factory at a grid location like a conveyer belt and make an object move from one place to another and sometimes you must modify it. I have similar objects like a conveyer belt that moves an object and can be laid side by side to move an object across the screen. I do not have a grid system and my main objective in my game isn't to get the correct object from one place to another. Instead I use these objects to get my notes to the correct locations to trigger audio signals that match a particular signal. The factory setting is also 3 dimensional where mine is 2 dimensional and would not really work in a three dimensional setting. Another key difference is in the puzzle, a lot of infinifactory puzzle is manipulating boxings throughout the factory setting in the space, however my puzzle must use

time and space to be solved. The last issue is with the objects. My objects are very geared towards guiding an object through 2 dimensional space. It's mostly side to side movement and up and down. However, both of our puzzles take gravity into account.

The next game is an interesting game made for the Super Nintendo called Mario Paint Composer. Most of the game is about making music with mario objects. There isn't really a clear goal of any sort but just to make music. My game does have a clear goal but what is similar between mine and this game is that I use a sort of sheet music grid as well and have to place items on the grid to make a sound. There is also a time sequence to this game, you can make a song along with a tempo that you can set. And place the items along with the set tempo lines to make sounds. The main differences are that my tempo is set by dropping notes and you can change the temp with various items as well as change the note along the the music notation. This game in particular also has only a goal of making whatever you want to make so it makes it more of a toy than a winnable game but it still has elements that make it a good comparison to my game and a good place to draw inspiration from.

The last game is Tadpole Treble for the Wii U. The main objective is to travel across a music sheet. This game is mostly a 2 dimensional sidescroller swimming game. You don't really affect the notes that get played but every so often you collect items as a tadpole. You can also create your own levels by placing enemies and notes down and play it. This is unlike my game because it is a side scroller but traveling and playing notes across the screen is. You also control the pace at which things get played. However, the point of the game isn't to have control over the items it is to control the moving object. My game is the opposite of this. Mine is also a puzzle game not a sidescrolling, avoid the enemies type of game.

In conclusion, there are not a lot of time, music sheet, and physics based puzzle games in existence that combine all of those elements I hope to use a little bit of what I learned with the games to make an even better game.