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Term Project Competitive Analysis

I used aspects of the games Fish Tales, Pearl Diver, Deep Diver Mania, and Dark Echo when creating the game for my term project.

In Fish Tales, the player controls the movement of a fish with the mouse. The fish can only eat fish smaller than itself. The player gains points by eating smaller fish. When the fish eats enough smaller fish, it grows and there are now more fish that are smaller than the player’s fish. The player loses a life if it tries to eat a bigger fish. The aspect of this game I wanted to use in my project was how it handles collisions with bigger fish. In Fish Tales, when a life was lost, there was an explosion animation and then the player’s fish became slightly transparent for a few seconds to indicate it had just lost a life. In my game, when the diver collides with a dangerous fish, it will also become slightly transparent for a few seconds to indicate to the player that the number of lives has decreased, and there will also be a small explosion graphic. The characteristics of Fish Tales I will not be using in my game are mouse controlled movements, and changes to the player-controlled character. Mouse controlled movement make the game very easy to play since the obstacles (represented by the bigger fish) are not difficult to avoid. Changes to the player controlled character also make the game easy as it goes on because the player’s fish becomes big enough to eat all other fish.

In Pearl Diver, the player controls a diver that moves through the ocean, avoiding fish to collect pearls. The diver bounces off fish when it collides with them. When the diver moves far from the middle of the screen, it starts to run out of oxygen and has to return to the middle of the screen to get more oxygen. I included fish in my game, which cause the diver to bounce off, however I also included other types of fish which cause the player to lose lives when it collides with them. I will also include an oxygen meter in my game which corresponds to how much energy the diver has remaining, this is important because the diver’s energy level determines how many times it can use its laser shooter. However, in the game I made, the player does not have to keep returning to the center of the screen because I found that this disrupted game play too much.

The diver’s ability to use laser beams to eliminate obstacles was adapted from the iPhone game Deep Diver Mania, however I did not make this the main objective of the game as it is in Deep Diver Mania because it would make my game too simple. This game also had horizontal motion, however I used vertical motion, which made the shooting somewhat more difficult for the user. I thought that shooting horizontally made it very easy to eliminate all the obstacles in the way of the diver.

One aspect of my game is that the diver comes across dark caves within its path, and the player has to turn on diver’s flashlight to be able to see which path to take in the dark cave. This works similar to sonar. This is adapted from the iPhone game Dark Echo, which involves the player navigating through a dark room using a visual of sound waves, created by the sound of footsteps. When the sound waves bounce off objects in the room, the player can see which paths to take and which to avoid. In my project, I replaced the sound waves with light from a flashlight but the feature is still used so the player can see which path to take.