Competitive Analysis

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# Description of Your Planned Project

Briefly describe the project you’re planning to work on. What is the goal of the game? What are its main features?

Making a mock game of temple run. The goal of the game is to get as far as you can (the further you go, the higher the score you get). Its main features are simple W, A, S, D keys that correspond to jumping over obstacles, moving left or right into the “lanes”, or ducking/sliding to avoid obstacles.

# Evaluating Your Competition

Identify 3 similar projects that already exist. For each competitor project, write a few sentences that describe:

* What the project provides to the user
* What makes this project unique

Temple Run is an infinite runner that goes into the screen where the user has to avoid obstacles with jumping and ducking as well. The unique aspect of the game is that you can both tilt (since it’s on mobile devices) to collect coins and avoid obstacles along the path and a turning aspect (going either left or right) to go to a new path. Temple run also has a unique aspect of being able to go on a zipline and kind of “rest” from having to avoid the obstacles.

Subway Surfers is an infinite runner that goes into the screen where the user has to avoid obstacles while running along three different subway tracks. The unique feature of this game is that there’s an aspect where the user can “fly” and go above the tracks and along the railings to get coins without having to avoid obstacles, this shows that the game goes beyond the “2d-esque” game play with the three tracks. The user can swipe to jump (not crouch) a well as swipe to go to the other lanes.

Jetpack Joyride is an infinite runner that scrolls to the right where the user has to hold down their finger to use their “jetpack” to move up and avoid obstacles and collect coins. The unique feature about this game is that you can become certain vehicles such as a mech, flying ship, etc, which allows you to get an extra “heart”, since you can take a hit in those vehicles and still survive, but be in your original form.

# Identify Comparison Dimensions

Come up with a list of at least five attributes or features that you want to compare between the competitor projects. These dimensions should be user focused (i.e., something that the user can directly observe or experience).

1. Aesthetic (the quality of the game’s aesthetic, if there was effort in the character models, the obstacles are unique, not repetitive, the terrain around isn’t obviously repetitive). This is the most important dimensions, since it’s the basis of what my project’s complexity will come from in the 3d models
2. Variety (variety in gameplay, like how subway surfers has a mode where you fly above the game or temple run has a zipline)
3. Replayability (is the game something that I want to go back to and play, is there a leaderboard that I want to try to beat each time, does collecting coins let me get new skins and makes me want to play more)
4. Sound (quality of music and sound effects, the music isn’t annoying to listen to, catchy is better)
5. Creative buffs (such as the mechs is jetpack joyride) This isn’t very important in my project, since I probably won’t implement much.

1 is most important and 5 is least important.

For each dimension (**rank ordered from most to least important**), provide both the dimension name and why the dimension is important.

Competitor 1: Temple Run

Competitor 2: Subway Surfers

Competitor 3: Jetpack Joyride

# Comparison Table

Fill out the table shown below with the features you identified in the section above.

(Out of 5, 5 being the best)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Dimension 1** | **Dimension 2** | **Dimension 3** | **Dimension 4** | **Dimension 5** |
| Competitor 1 | 3 | 1 | 3 | 3 | 1 |
| Competitor 2 | 5 | 5 | 4 | 3 | 1 |
| Competitor 3 | 3 | 5 | 5 | 5 | 5 |

# Summary

Using the results from your comparison, provide a summary of your findings. You should concentrate on

* Features that your project will need to be competitive
* Identified gaps that your project can take advantage of

My project will attempt to maximize as many of these dimensions as I see feasible. As I’ve said before, my game aims to maximize its aesthetic of the 3d aspect. It’s going to load up the two different paths on the sides as it does in temple run and hopefully create those 3d images as the character approaches a turn. Getting the 3d math to work will be the majority of the project. If I get that to work soon enough, I may try to implement machine learning to make the game harder as the user plays more and more.