Game Review  
**SNK - The King of Fighters**

short line

# Objective

This is a high-level review of The King of Fighters 2012 using a consistent scoring system to accurately forecast the potential of this game as it relates to the current Skillz platform.

These reviews have two purposes:

1. To inform developers about their game fit with the Skillz platform
2. To help the Developer Relations team select suitable games for Enterprise Partnerships

# Recommendation

**Strongly Recommend:** The King of Fighters is a great fit for Skillz. The controls meet expectations of fighting genre, with a tutorial that onboards players on how to control their character well. The combination of characters, moves, and matchups provide depth and replayability. Fighting is extremely competitive and has proven depth and market size, with potential for spectatorship and large scale tournaments. This game is likely to succeed with both Async Mode and Turn-Based Sync. We should expand on the existing tournament system by offering an Async Mode which focuses on a survival mode first, and offer high entry fee tournaments.

Fitness Scores for sections will use the following scoring system when assessing each game:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| **bad** | | **weak** | | **ok/good** | | **great** | | **wonderful** | |



**Fun** ………………………………………………………………. **8**

**Onboarding** ………………………………………………….…. **9**

**Game Depth** ……………………………………………………. **8**

**Theme/Style** ……………………………………………………. **9**

**Market Size** …………………………………………………….. **7**

**Skillz Compatibility** …………………………………………… **8**

**Ease of Development** ………………………………………… **6**

# **Fitness Score:** High-Level Overview

## **Keys to Success**

* Clean integration onto Skillz SDK
* Tune Tournaments Templates appropriately so that players move from Z to Pro games. The expectation is that players will practice in Z (virtual currency) games and eventually compete in Pro. (cash)
* Perceived fairness regarding player selection screens
* Handling ties in async mode

## **Gameplay Changes**

* New Main Screen to funnel players to matchmaking after a brief tutorial
  + Equivalent of starting in 1P mode with only Team Battle or Time Attack available
    - Suggesting Time Attack as the best mode for the Skillz Async Model
* Updating results screen to help communicate how a player performed in the current mode
* Removing ads and IAP

## **Concerns**

* There is going to be a strong demand for sync from players who have been waiting to fight others globally to know they are truly the king of fighters
* Some of the UI feels dated (but nostalgic)
  + Custom Theming of SDK should try and mirror these graphic elements where possible.
* File Size may exceed 100mb
* Title Currently says “2012” which may be off putting to some.
* Large possibility of ties which is handled by our SDK but will reduce velocity.
* Some characters may be tuned in a way which allows them to do more damage which may cause players to favor them in a speed mode.

## **Fairness/Exploits**

* Seeding Opponent Roster and AI so that players get the same experience

## **Open Questions**

* What is the current DAU?
* Async modes work well with the games existing 1P Mode Selections.
  + What are the most popular modes played?
  + How do Endless, Time Attack, and Team Mode compare?
* What level of control is there over AI?

# **Fitness Score:** Detailed Review

## **Fun**

* Meaningful choice/player agency
  + Yes.
  + Large number of players to choose from
    - Variation in look, style, moves, combos
  + Pairing of fighters creates unique strategic problems to overcome as a player
    - Nuances of each fight also provide the player with the information they need in order to change their strategy to win each fight.
* High-level gameplay
  + Select fighter
  + Use onscreen joysticks to control character in a fight
  + Beat your opponent by draining their heath bar completely
    - In endless and timed modes, this is also true. But also minimizing damage you take as you play to maximize the length of play with a single health bar.
    - In some modes, doing this to multiple opponents as quickly as possible
* Spectatorship
  + The game has a lot of tension between fighters and kinetic energy and animation which makes it a wonderful candidate for broadcast

## **Onboarding**

* Tutorial
  + Strong tutorial which communicates controls and UI effectively for the player
  + Much of the game is then discovered by using the lessons learned in this tutorial to discover combos and different moves.
* Controls
  + On Screen joystick and buttons with tappable UI elements for special moves
* How does the game communicate how to succeed/score?
  + Hitting your player causes them damage which lowers their health bar
  + Taking a hit causes damage lowering the players own health bar
  + The health bars are clearly displayed at all times and indicate who wins each round of gameplay

## **Game Depth**

* Mechanics
  + Character movement, including jump and block
  + Character attacks, including high, low, kick, and punch
* Strategy
  + Do the most damage to your opponent
  + Take the least amount of damage
  + Combo moves together to do the most damage
* Skill caps
  + Movement
  + Attack to Win
  + Character Select
  + More power = More Damage
  + More Damage = Slower Attack
  + Character Balancing
  + Character Reach
  + Balancing Offense vs Defense
  + Block
  + High vs Low Attacks
  + Focusing Offense
  + Develop Close Game
  + Evading
  + Chaining Moves (comboing)
  + Focusing Defense
  + Do Not Die
  + Grappling
  + Stringing Combos
  + Perfects
  + Time
* Velocity
  + Game has relatively high velocity because the ability to limit the length of each round
  + As players get better match times will increase, and as they get even better match times will then begin to decrease
* Evergreen
  + Combination of characters, moves, and moment to moment decisions provide lots of replayability.

## **Theme/Style**

* Competitive theme compatibility
  + Fighting is inherently competitive
* Does the theme attract the correct demographic?
  + Yes. Fighting players want to compete.
    - Also, the game has a following which has allowed its audience to get older making it easier for them to feel comfortable converting to Pro games.
* Eyesores
  + Some UIs have pixelated graphics which could be off putting to a new generation of players used to HD quality graphics. However, some of this can be explained away as it leans into the nostalgia of playing a classic fighting game.

## **Market Size**

* Reach (Popular Arcade Style Fighting Game)
  + Total installs = ??
  + DAU today = ??
  + App Rating = 4.5 Stars with 1k reviews
* Retention
  + D1= ??, D7= ??, D30= ??

## **Skillz Compatibility**

* Network need/conflicts
  + *Useful for new genre? Skillz live? Conflicts with big enterprise accounts?* 
    - *Fighting games are viewed as having a high level of potential for skillz but are still an unproven genre for us*
    - *Fighting game players may want sync. There should be a move forward plan to show success with async, and expand on that in the future if viable.*

## **Development Cost**

* Gameplay updates
  + Update to UIs
  + Update to Results screen to ensure enough information is included about the fight to inform improvement
* Polish
  + The game is well polished.

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