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15-112 Section H

Term Project Competitive Analysis

Super Mario Bros (for nintendo DS)

* Underwater mode available in world 3 and above
* Desirable Features:
  + User movement: underwater physics accurate/distinguishable as swimming
  + predators follow around user and attack based on location, ability to attack
    - AI implementation
  + Timing, not infinite/high score based game
  + Changing surroundings
  + Time based, definite end, finite
* Anti-Features:
  + No ability to leave/change mode
  + Hard coded paths and settings → sense of journey is good, but some unexpectedness/randomization necessary

Flappy Bird

* Desirable Features:
  + Physics of movement of bird
  + Somewhat randomized setting/progression of path:
    - Predators will be somewhat randomized initially, but with some purposeful progression (in difficulty, design, etc)
  + Unexpected path each time since pipes are randomized each time/ no hardcoded path
* Anti-Features
  + Repetition and constant randomization, infinite but boring
    - My program will implement this randomization/unexpectedness but will not to an extent where the sense of path/journey is wholly discarded
  + Goal: improving high score → too simple