

1) Describe the planned project

I'll work on making interactive Breakout where the user's location determines the location of the paddle. The users can move horizontally in a 5 meter range in front of the Microsoft Kinect. This will encourage physical vigor in players while reviving a classic Atari game. The goal of this game is to clear all the blocks from the board and get the maximum amount of points.

2) Evaluate the competition

The Atari 2600 home version of Breakout: This project has a vintage aesthetic that can never be matched by a new game. What makes this project unique is the fact that it requires an Atari console to play, which is difficult to find these days.

Blackberry's Brickbreaker: This project was my introduction to a Breakout-like game. It has many levels you get up to and a limited lifespan that is consumed as you progress through the levels. The cursor of Blackberrys made this game very satisfying and addicting in a way that is hard to emulate. The user gets to traverse many different levels with increasing difficulty while collecting coins, power-ups, etc.

Atari.com/arcade: This project is trying to revive the original feel of the original while adding increased functionality like playing through the network and including support for gamepad integration. This project uses Adobe Flash Player to run the animations. It also added progressive mode and cavity mode which weren't included in the original version of Breakout, rather they were part of the subsequent SuperBreakout game

3) Identify Dimensions for Comparison

- A) Original Aesthetic
- B) New features
- C) Accessibility
- D) Multiplayer mode
- E) Controls

A --> This dimension is the most important because when considering implementing classic games

the user, perhaps an older person who played the original game, wants to remember the good ol' times when people went to arcades and interacted with other human beings.

B --> While original feel is important, innovation is also a part of the development process, and ideally you would want to balance the classic with the forward-looking

C --> If no one can play your game, it is pointless. It should be freely available on the internet

D --> Playing with friends always enhances the video-gaming experience, albeit this was originally a single-player game

E --> Playing with a keyboard vs a control pad vs your body

Ranking is 1-5 for table. 1 is terrible 5 is good

| Competitors | A | B | C | D | E |
|--------------|---|---|---|---|---|
| Atari 2600 | 5 | 1 | 1 | 1 | 4 |
| Brickbreaker | 2 | 2 | 2 | 1 | 3 |
| Atari.com | 3 | 3 | 5 | 5 | 2 |

Summary:

In short I want my game to pay respects to the original while adding physical interaction with it. I will also include a multiplayer mode where there are two panels and they have to work together to prevent the ball from falling. I'll make the game freely available on the internet to achieve maximum availability.