15-112 Fundamental of Programming

Competitive Analysis

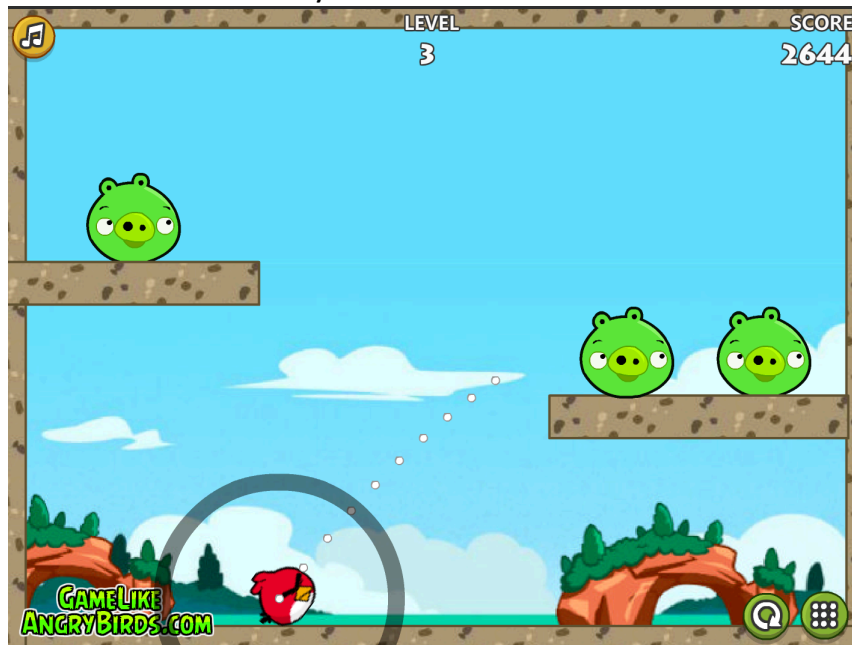## Qian Zhang

(qianz1)

Section: KK

11/22/2015

Some anti-features:

1. **The path of the bird before its launch:**
   In this version, it shows the path that the bird will go once the bird is launched. This is the feature that I don't want to include in my project, because this might make the game to easy to play, and in the 2 player mode, this will put the player of the bird side at a very disadvantage place because his/her rival could easily see the path of the bird so that he/she will be well prepared for each attach by the bird.

2. **Hardness of the game:**
   In some versions, some specific level is too hard, this is the features that I want to keep out of my project because it might make the player bored after too many attempts. And I won't make it too easy, too.
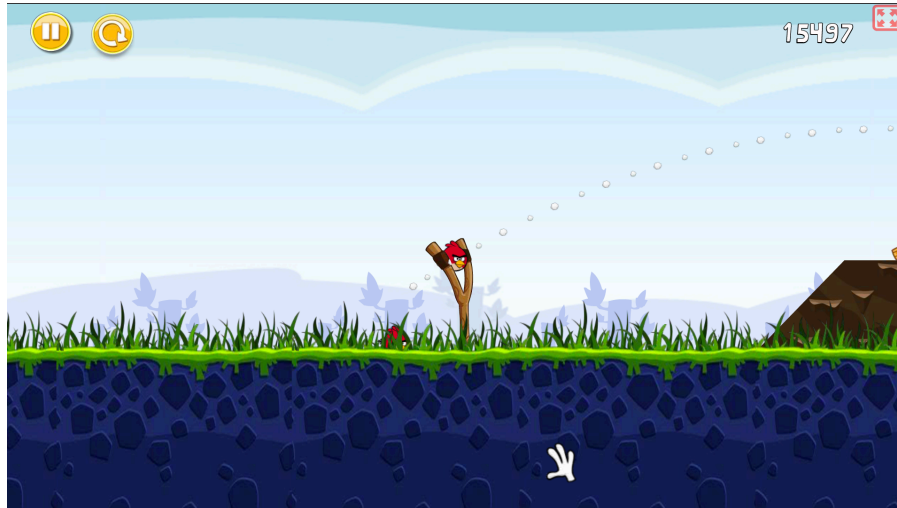
Some desirable features:

1. **Self design**
   In none of the versions so far players can design the scenarios by themselves. But I think that is a good feature because: when players passes through all levels, they can design some levels by themselves, which makes the game always have some different and new things to try, I will add this function into my project.

2. The path of the bird after its launch

But in this version, the path after the release of the bird is drew on the screen, this feature seems good, because it provides some information to help the player decide how much strength and what is the angle he/she should use for next time.

3. Some very innovative elements

In this version, it imports a very interesting element: wormhole so that when the bird comes into the one side, it will be transferred to other side, which makes the game very interesting, this is the feature that I would like to have in my project, I will try do so something like this to make my game different.