Competitive Analysis

# Description of musicPLAYER

A guitar hero-esque game that will allow the player to play up to 10 levels of guitar hero and once they have finished the game there will be a game over screen. There will also be an additional setting where the user will be able to manually make a file that can create a guitar hero level. Uses pyaudio and Tkinter, has mouse and key movements.

# Evaluating Your Competition

1.*Guitar Hero*

- Has cool console

- Press buttons to match the buttons on the bottom or hits on the drums

*2. DDR*

- Involves dancing to the beat which has to do with buttons raining down on the screen

*3. Just Dance*

- Dancing to the beat with specific movements. Requires maybe a console but no raining down of buttons

# Comparison Dimensions

1. Blocks Raining Down - the things that the player interacts with to give the points

2. Buttons on the Bottom – the thing that takes the blocks to acquire the points

3. Console – how the player interacts with the game

4. Music – how the player matches with the game, incorporates audio

5. Movement Involved with Music – minimal importance for game as my game only has the computer as the console so there is minimal movement

# Comparison Table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Blocks Raining Down** | **Buttons on the Bottom** | **Console** | **Music** | **Involves Movement to the Music** |
| Guitar Hero | Y | Y | Y | Y | Y |
| DDR | Y | Y | Y | Y | Y |
| Just Dance | Y | N | Y | Y | Y |

# Summary

My feature is special because it can add levels and there will always be buttons on the bottom to acquire the score to make things clear, and that is just how the game is played.