

Competitive Analysis

Application #1: FieldRunners

-Platform: Android App

-Overview:

This is an application for the android phone device. The game features a tower defense style of game play. This relates to the horde style, but differs in the aspect that the screen is fixed and that the user places items on the map to kill the monsters that are spawning with increasing difficulty based on timers. The other compelling aspect of this game is the endless amount of waves that a user can go through featuring different maps. Overall, the goal of the game is to last as long as you can by killing monsters.

-Pros:

- * Multiple maps
- * increasing enemy difficulty

-Cons:

- * Static screen, does not feature movement
- * non upgradeable add-ons



-Analysis:

* This game is unique and reminds me of a super Mario bros. for the Gameboy, in the manner that there are multiple levels of the same world. Therefore, the concept is similar how a player can progress from level 1-1 to 1-2 to 1-3 etc. but not in gameplay because it is not a platform game. The basis of this game is to travel through each of the levels of a specific world while completing either casual or intense difficulty. Overall the game is aesthetically pleasing to the eye offers a lot of great features:

- * Decently smart AI which will attempt to avoid your defenses
- * Secondary items (mines that will make up for your mistakes)
- * Lots of map variation (long and short)
- * Rewarding system for different types of gamers

-Gameplay

* Much of the gameplay resembles that of the tower defense genre. The interesting aspect about the enemies is that they do not follow set paths. They have intended paths but can be altered with the placement of your turrets. In game you can set up your turrets location as well as mines anywhere on the map that will explode upon enemy contact. In game you can earn coins which can be used to upgrade your towers and allow you to purchase new items before the start of each level. Lastly, one of the interesting features is how each level is comprised of multiple waves of enemies. This makes the levels difficult to complete.

Application #2: Call of Duty Black Ops Zombies

- Platform: IOS app

-Overview:

* 1st person shooter zombie survival game based off of the survival mode of console version of Call of Duty. This game aims to see how long an individual can survive by killing off hordes zombies.

-Pros:

- * Multiple Maps
- * Upgradable weapons, dropdown power-ups
- * Secondary Objectives
- * Multiplayer
- * Multiple game modes

-Cons:

- * Choke points (hiding in 1 spot w/ no difficulty)
- * Poor AI, have linear/ predictable routes

-Analysis:

* This game is similar to the Call of Duty Zombies mode on the regular console editions. An interesting aspect is how it offers new users a preliminary round that teaches the user how to play and adapt to the mobile controls. This appears to be extremely beneficial, as some of the gameplay has changed which will be explained.

- Gameplay:

* This 1st person shooter that covers the basics of killing zombies. In the game you can rebuild barriers, collect ammo, and find new guns to use. As far as the controls are concerned, there is a joystick in both bottom corners: left controls movement & right controls direction the player is looking. (Important concept) Also, the application recognizes certain gestures such as double tap to select a new weapon. As far as screen space, the game is well designed and the cross hair is in the center. It also gives the user immediate feed back on whether or not you are aiming at an enemy zombie.

* Other in game features include a multiplayer mode which even allow users to communicate verbally to each other via the phones. Overall this is a well designed FPS, however there were concerns about legibility of text which can be a downfall for the tutorial at the start of the game.



Application #3: Gears of War 3

Platform: Xbox 360

-Overview: This is a traditional horde style game. Where different players set up barriers on a map and use the map to hide. As minions spawn the players work cooperatively and are forced to kill monsters or be killed.

-Pros:

- * Intelligent AI
- * Revive System
- * Multiple Maps
- * Multiplayer

-Cons:

- * No upgradeable items in game
- * Lack of different type of enemies

-Analysis:

* One of the interesting aspects of this game is determined from whether the player(s) are playing locally or over Xbox live. If they are playing locally, they are able to set the difficulty setting for the 2 players on split screen. However, if the player signs onto their Xbox live account and plays online the difficulty is already set to the hardest difficulty. (Maybe useful for our application) Before the game starts there are a couple of different loadouts for Horde, but you can only choose between 2 different guns. Also there are in game incentives that will help your character survive more rounds. For example, there are certain missions that a player can complete in game so that the next time they start a game they will have double damage or increased money.

- Gameplay:

* This is a very strategic game mode because along with purchasing stronger weapons and setting up certain locations on the map, the players are able set up defensive fortresses. At the start of the game each of the players start out with approximately 1000 money and can decide to create a beacon that can be upgraded for 1000 money. This is significant because you must rely on your teammates money income to upgrade your defense that will protect you from enemy waves. Overall this game mode is unique because unlike other games that focus on offensive strategies this horde mode offers another dimension of upgrading you defenses.

* This game also features a set limit of 50 levels that incorporate regular wave monsters, but also every so often there are bosses that the players must defeat. Along with this feature, around every 10 levels there is a bonus round that allows you to earn more money to prepare for future waves and to help boost your in-game scores.

* Lastly, GOW 3 allows for players to purchase new guns in the middle of a fight by walking over its spawn point and spending some of your money.



Application #4:Halo Reach

-Platform: Xbox 360

-Overview: There was a mode in this game title “FireFight”. Features an open map, but is a horde style game mode. This is a game type within the actual halo game itself. The directions are simple it is to rack up as many points and beat your opponents’ scores. This is an everyman for himself horde game type.

-Pros:

- * Customizable loadouts
- * dropdown items
- * rewarding system (medals, awards, etc.)
- * Multiple Maps
- * Multiplayer
- * Timed playlist

-Cons:

- * spotty AI
- * No ingame-upgrades
- * No increase in difficulty for enemies that have been encountered



-Analysis:

* Out of game aspects were completely redesigned from its predecessor horde mode from Halo ODST. Some of the major changes deal primarily with customization of the game mode. Players are able to completely manipulate their experience. They have the ability to alter their Spartan’s traits (speed, strength, shields, and gravity), the game type (regular horde, generator defense, rocketfight *to name a few) , skulls (handicaps that affect the player), and enemy properties (difficulty, spawn timers, and which types of enemies will attack). This amount of customization truly offers a different experience and allows the users to play the game their way.

- Gameplay:

* Each player has a HUD that indicates a lot of crucial information to the player. They are able to see the enemies location, their spartan’s shields, as well as what gear is in their inventory and whether or not it is available. Also this game requires a level of strategy as it is cooperative. The reason why it is strategic is because there are loadouts that offer different advantages. For example a player can have a medic ability that provides health regeneration field, while another carries a bubble shield to protect from incoming enemy shots.

* Another aspect of the firefight mode is the in game rewards for executing multi-kills and special feats. This is very entertaining as well as gratifying to the user. It provides them with an ingame incentive. Also there are out of game incentives known as missions which are tasks that the user must try to accomplish to receive some sort of medal for their Spartan.

Overall, this game does a great job of hooking the player by keeping them constantly motivated to get the highscore (located top left of screen).

Application #5: Galactic Horde (Premium)

Platform: Phone Application

-Overview: Goal is to save Earth from waves of galactic enemies. You are manning a spaceship and are fighting your way through waves of enemies. With each new wave of enemies they grow stronger, but you are able to upgrade the specs of your spacecraft.

-Pros:

- * Balanced difficulty ratio of monsters player specs
- * Lots of customization with spaceship upgrades
- * Pause functionality

-Cons:

- * A lot of items to keep track of on screen.
- * Not a lot of screen space



-Analysis:

* The home screen is very user friendly. They are appealing to new users especially because all aspects of the game are laid out in the home screen and basically explain that the player is able to have different classes for their space ship. It also explains the type of upgrades, abilities and how to play the game. In addition to this it explains the premise of the game and how there are 20 levels and that at the end of each level your ship regains health in order to prepare for the next upcoming waves of harder enemies.

- Gameplay:

* At first glance the game appears to be very fast pace and engaging 2d game.. However, after getting a first-hand interaction with the application it is actually very slow paced and difficult to grasp. Although it provides a lot of text based preliminary information it actually does not explain WELL how to play the game. Starting the game was very difficult and confusing and not user intuitive. Also it appears that you cannot even perform the primary task of the game which is to shoot at enemy fleets. Instead you merely control the ship, and it does all of the shooting on your own. The only actions you have to concern yourself with is movement and executing your special abilities. Overall it is very well designed and is extremely visually appealing. However, it severely lacks fun gameplay features.

Application #6: Gauntlet Dark Legacy

Platform: Playstation2 | Nintendo Gamecube

-Overview: The revolutionary Gauntlet game design allows you to work in a team and venture through eight dangerous worlds. One to four players can select one of eight different characters. Using force of arms and exotic magical powers, you vanquish creatures, search for treasure, evade traps, and embark on quests.

-Pros:

- * New style for spawning enemies
- * Multiplayer Co-op (up to 4 players)
- * Pause functionality

-Cons:

- * Glitchy interface
- * Level may not complete unless all monsters are destroyed on screen

-Analysis:

* To begin this is a cooperative compatible game and operates in 3d space. This game revolves around a story that is explained in the introduction cutscenes of the game. The game allows the player to choose between 8 different races of champions. Each of the champions serves a different purpose concerning strength, health, and magic. Additionally, there is some customization that can be done to your character beforehand. The player has the ability to update their name, color, and gender of their champion.

As the players begin their quest they must travel through realms and within each realm the player must travel through 5 different levels and then kill the boss on the 6th level before proceeding to the next realm. This game did a great job with realm based enemies. For example on an ice map they have ice monsters, this can be translated with each of the types of maps. The only downfall of the game was that the monsters were repetitive meaning although their aesthetics changed their functionality remained the same. One of the better concepts of the game was offering a boss at the end of each realm that was significantly more difficult to defeat and required more strategy and items.

The last aspect of this game would be the individual character progression. At the start of the game you are at lvl 1 and are able to get to lvl 99. The player levels up their champion by killing monsters and completing missions. At the end of each mission the player is able to spend whatever gold they accumulated within mission. The gold is used to purchase in game upgrades for your weapons or for getting into secret areas in game.

-Gameplay:



* As far as the gameplay is concerned, it is an addictive hack and slash game. The player walks through the map constantly button smashing their controller. It does not take a high amount of skill, and focuses more on the usability of the game. The player's stats are located at the bottom of the screen in order to keep the player focused on the enemies that are spawning.

Gauntlets' enemy spawning system is interesting because there are predetermined spawn points of the enemies, and the issue is destroying not only the enemies but their spawn point. This adds a level of difficulty, but is not too hard that it makes the missions impossible. Also the player is able to open chests to collect gold and other items. (I believe that adding something of this nature would be beneficial to our game).

Application #7: Geometry Wars (Evolved)

Platform: All Consoles

-Overview: Geometry Wars is a very simple game that is easy to pick up for any new beginner. The objective for the horde mode is to either last a certain amount of time without depleting all of your lives, or to last as long as you can without any time constraints. As you kill the enemies your score increases and the player is constantly trying to have the highest score in the game.

-Pros:

- *Very simple
- * Offers a variety of types of enemies
- * Automatic gun upgrades

-Cons:

- * 0 customization
- * Hard to see during intense gameplay



-Analysis:

* The splash screen is very simple but it highlights the major features of the game. The primary goal of this game is to get the highest score for bragging rights. This is emphasized due to the leaderboards icon on the home screen. There are also icons for learning how to play the game and starting the game. As I stated earlier in the review it is a very simple game.

- Gameplay:

* As the player starts the game they are viewing their character in a 2d space and are regulated to a medium sized grid. Once the player spawns enemies begin to appear in random locations on the map and begin performing their unique AI. Each of the enemies serve a different purpose: some follow the player and try to kill them, others constantly move in a set direction, and others have on hit effects that spawn more enemies. The reason I bring this to attention is to emphasize that variability is important due to its unpredictability. Also, another important feature that is significant is the multiplier for remaining alive while continuing to kill more enemies. This rewards better players with the ability to ascend to higher scores more quickly. The last feature of this game is its in game upgrades. Personally, I do not think that this is a good feature to incorporate because certain gun types work better against different types of enemies. Unfortunately, this game does not allow the player to choose their type of gun, and auto generates it for the player. This is a matter of luck and randomness which limits the customization for the game.

Feature Matrix:

	Game Titles						
Features	Field Runners	COD Zombies	GOW 3	Halo Reach	Galactic Horde	Gauntlet Legacy	Geometry Wars
Console	ANDROID	IOS	XBOX 360	XBOX 360	PHONE APP	PS2/NINTENDO	XBOX ARCADE
Orientation	2D	3D	3D	3D	2D	3D	2D
P.O.V	3 rd	1 st	3 rd	1 st	3 rd	3 rd	3 rd
Tutorial							
Integrated Story							
In-game Abilities							
Multipliers							
Custom Loadout							
Cooperative (2 to 4)							
Difficulty Setting							
Set # of Waves							
High Score							