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Space Cube: Sidescroller / Platformer game

Game 1: Maplestory, is a 2D MMORPG side scroller/platformer game where can play with your friends. You can explore the entire Maplestory world, defeat bosses, and try to compete for the best stats for weapons, armor, ratings, or even money.

Game 2: Super Mario Galaxy, a 3D side scroller/platformer. You mainly play as the character mario, and travel around the galaxy chasing bowser trying to save peach.

Game 3: Kirby Super Star Ultra, a 2D side scroller/platformer played on the DS. The purpose of the game is to finish the storyline, defeat all the bosses of the game, and reach the end. You get to play as Kirby who can transform and use all different kinds of enemies abilities.

Although Maplestory and Super Mario Galaxy are platformer games, they have a completely different feeling and enjoyment when playing the game. From their mechanics, and how the game is played, to what objectives you need to achieve, these small details makes a big impact in the overall game. Maplestory is an massive multiplayer online platformer, where you are competing with others when it comes to stats, gears, and levels, while Super Mario Galaxy, you are mostly trying to complete the story line and get as many stars as possible. In Super Mario Galaxy, you do not have the sense of competition, as you are playing by yourself. Another difference between the two games are player abilities and character selection. In Super Mario Galaxy, you mostly play as Mario, and sometimes Luigi (No new abilities), but with different power ups in the game, where you can transform into bee mario, or fire mario, ice mario, etc. In MapleStory, there are tons of different characters you can choose from with dozens of abilities to level up. What makes a real changes the vibe and differentiates the two games is probably that Singleplayer/Multiplayer status. MapleStory, you progress with your friends as a team or a “Guild”, while Super Mario Galaxy, you progress by yourself, or sometimes with a friend if they want to play as the Star who is like an assistant.

MapleStory and Kirby Super Start Ultra are also two platformer and/or side scrolling games with many differences that impacts the overall outcome of the game. The major difference is explained above, the multiplayer and single player status impacts the overall game. But for Kirby Super Star Ultra, you get to play with the enemies abilities, and sometimes control the enemies, depending on which enemy you “Sucked in”, while in maplestory, you only get to play a select number of characters, with their own unique abilities. Another key difference is the progression system of the two games. While Kirby Super Star Ultra has a clear ending / objective, which is to get to the end, MapleStory has a seemingly infinite number of things to progress on, which is why many people who plays that game from a decade ago are still playing to this day. Another key difference in these games are updates. Kirby Super Star Ultra do not get updates for the game, rather they a whole new game for people to buy, whereas Maplestory, it is free to play, and there are weekly or monthly updates to the game and the progression never ends. The highest level a decade ago was level 200, not it is 300. MapleStory gives us an infinite progression system, where you can get the greatest gear, stats in the game, upvotes in popularity, etc. and once they are max stats, the game comes out with a new update in where you can get even higher stats, leading to a never-ending cycle of trying to complete the game.

Kirby Super Star Ultra and Super Mario Galaxy are two similar games, in progression, and abilities. While Super Mario Galaxy uses Mushrooms to power up Mario and let him use different abilities, Kirby Super Start Ultra uses enemies, in where you suck in the enemies to gain their power. Both games also include obstacles in each level, or scene, to complement each ability so that they do not seem useless at all. But, the two games also have many differences as well. Super Mario Galaxy is a 3D and 2D platformer, while Kirby Super Star Ultra is a 2D platformer. This gives Super Mario Galaxy a wider range of what they can do with the overall mechanics of the game. Mario is forced to aim their abilities at the right x, y, and z, coordinates while Kirby is strictly on the x and y coordinates. The whole vibe of the game is changed with it being 3d, as you have to consider another variable when playing the game. Jumping changes, moving changes, throwing abilities changes, fighting enemies changes, etc. Aside from being 3D and 2D, One mechanical difference from the two games is how the characters start off. Mario can only fight enemies by jumping on them to kill them, while Kirby sucks them in, and shoots them out. The movement of the two characters also differ a lot, where as Kirby can jump roughly 10 times, Mario can jump only one or two times, in order to compensate for these different abilities, they have to change the overall obstacles and levels that you come across.