15-112 Term Project

Competitive Analysis

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This game is enlightened by the popular game DrawSomthing.

DrawSomthing is a two-player game, while my design will allow more than two people playing at same time. People need to compete against each other to guess the word faster and also need to collaborate with others to successfully deliver information by drawing. This will increase the playability of the game. And also, friends can play together and communicate to each other while playing, making my design more ‘social’ than DrawSomthing.

Besides, in DrawSomthing, players always know the number of letters and possible letters in the word. Sometimes this could be a so great hint that the drawing itself is less effective. In my design, since there’s no hint at the beginning, it would be more challenge to guess the word quickly. Meanwhile, if the word is difficult to draw, there would be more hints as time passing, make the word finally guessable.

Third, DrawSomething does not require players to be on-line at the same time, but actually drawing a picture but receiving a response 2-day later is very disappointing. My design requires player to be on-line together, having more emphasis on the process of drawing&guessing, not just the result. This will also bring more fun. (But less ‘portable’ compare to DrawSomthing.)