**Competitive Analysis**

I haven’t found a game that quite exemplifies what I am trying to pursue. However, I have drawn inspiration from a couple existing games that use several concepts that I utilize.

One of these games that was developed as an independent video game originally for the XBOX 360 called Fez (Source: <http://fezgame.com/>). The game takes place in a three-dimensional world with a two-dimensional character. The character needs to look for fragments of a cube in the world that is presented to open doors and advance in the game. The features I really like in this game is the gameplay, the graphics, and the simplistic nature of the environment. The anti-features is the sheer complexity of the project. I plan to use the simplistic model of the environment in my game. I also plan to rotate the scene and change camera angles so that the character can play on different sides of the environment.

The second game I have drawn inspiration from is called Line by Line developed for a previous 15-112 project (Source: <https://www.youtube.com/watch?v=_lTWOE1X_yw>). I was really intrigued by how the mouse can be used to draw paths that gives a character a way to get from the start to the finish. He incorporates some power-ups which I intend to do as well. The graphics were not too aesthetic and it didn’t have a simplistic feel to it. The video didn’t show many obstacles and I wish to add that to my program. I want to make my program simple yet fun to play. I liked the way he would calculate the score and I want to do something similar. He did everything in a two-dimensional world but moving to a three-dimensional world inherently makes the game more challenging to design. Something I really liked which I need to work on for my project is the beginning screen.

All in all, I am trying to combine the efforts of Fez and Line by Line with my own twist. It will be very different from either game while incorporating some interesting parts of both.