Competitive Analysis

# Description of Your Planned Project

Briefly describe the project you’re planning to work on (in this case, the game Breakout). What is the goal of the game? What are its main features?

The game I designed is a game that player will control a fighter and shoot all his or her enemy aircrafts. Player will control a fighter and shoot bullets or bombs or whatever to destroy all the enemies that came to the screen before his lives are all consumed. It is a scrolling shooting game and you want to get the highest score. Player can control the position of the fighter on the screen using Kinect or keyboard, and choose different weapons to attack. There are also different types of fighters that can be found and equipped during the game.

# Evaluating Your Competition

<http://www.raiden-x.net/>

Radien X

The original fighter game, also the most classical one.

<http://www.4399.com/flash/163407_3.htm>

Space fighter:

A more concise one but different styles of animation.

# Identify Comparison Dimensions

Come up with a list of at least five attributes or features that you want to compare between the competitor projects. These dimensions should be user focused (i.e., something that the user can directly observe or experience).

For each dimension (**rank ordered from most to least important**), provide both the dimension name and why the dimension is important.

Dimension1: operability. Is the game easy to play without too difficult operations that may damage player’s interests

Dimension2: innovation. Is the game creative enough that can attract player’s attention from the first glance? The game does not need to be brand new. It can be classical. What matters is whether it can attract audience.

Dimension3: visual effect. Certainly, everyone wants a good display and animation.

Dimension4: Fluency. The game must be fluent without apparent or excessive pauses.

Dimension5: Other UI. Like pause menu and audio settings.

# Comparison Table

Fill out the table shown below with the features you identified in the section above.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Dimension 1** | **Dimension 2** | **Dimension 3** | **Dimension 4** | **Dimension 5** |
| Competitor 1  Radien X | Excellent. Classical design. Remind me of my childhood. | Sure. That is a quite popular arcade game and very innovative at that time. | Not very attracting in today’s standard. But still classical. | The game is very fluent without apparent stops. | Audio and UI is obsolete in today’s standards yet still fits the game. |
| Competitor 2  Space Fighter | Excellent. The keys are different and there are some combinations. But still easy to control. | Not too innovative since we have already seen the classical one. | Visual effect and animation is much better compared to the former. | The game is not that fluent but player can choose the visual display level based on their preferences. | Audio and UI are modernized and fit the game. |

# Summary

Using the results from your comparison, provide a summary of your findings. You should concentrate on

* Features that your project will need to be competitive
* Identified gaps that your project can take advantage of

I need to make the control of my game concise and easy for beginners. Kinect control just requires simple hand movement and keyboard only needs a few keys. I will also let players set their preferred keys. Moreover, I will add some innovative features into my game to make it more attracting. I will also display the new features info in game introduction.

I cannot make perfect pictures or fascinating animation myself. But I can borrow some from others’ work (for sure I will cite!) to make my game have good visual effects. I will also try to maintain efficiency of my code to make the game run fluently. I will let player save and load a archive as the game goes by so that they don’t need to start from the beginning if they quit of fail. Finally, I will use some classical music and sounds and humanized design of other UI to complete the project.