Competitive Analysis:

link: http://armorgames.com/play/666/smo-arena-fighter

This is the main inspiration for my project. It is a simple 2D flash arcade game that has a lot of customization and expansion that can be extended from it's basic layout. The main features that I want to take from the game are the graphics and physics of the actual game, the map customization, and the character customization.

Things to implement:

As stated above, I want to replicate the physics and gameplay as closely as possible to the original game. This includes on the gun variation and the grenades that can be thrown. Additionally, the map and character customization will be the next addition I would add after that. More complex features that I am interested in adding, but am not sure would work well are the scrolling and centering based on player position. Another more advanced feature that I hope to add at the end is a one player option with AI.

Things I won't/can't implement:

From the short amount of code that I have actually started, it will be difficult to replicate that quality of graphics that the original has if I want to do the color customization. This is due to pygame's capability for graphics and it's shapes are relatively pixelated. Another aspect of the game that will be difficult to replicate is the speed and fluidity of the game, it is difficult for me to reach speeds past 30 FPS and that is with minimal animation going on so far.

Gun Mayhem:

http://armorgames.com/play/11419/gun-mayhem

Very similar game. Implements many similar features such as gun spawn through crates and using dynamite in place of grenades. The platform aspect is nearly identical as well. I don't particularly like the graphics used in the game and how it is blending 2D graphics to have a 3D

effect. There is however, many more weapon choice along with powerups and health restorations in game. The game also has a much more comprehensive campaign that is not found in SMO. The game is slightly more cartoony and looks messier in comparison in my opinion, but it is definitely more expansive and has a lot of options to choose from. For my guns, I will be using a sprite sheet based on the weapons in this game as they are very similar to the ones used in SMO Arena.

Dodge:

http://armorgames.com/play/2963/dodge

This game, while not similar is playstyle, has many 2D aspects and interaction between sprites that I want to take from. I like the idea of having certain types of bullets be not necessarily horizontal but be able to home-in on a target. While I won't use any similar gameplay, the idea of having in-game power boosts in addition to the weapon crates already in the original could be good. Some possible powerups that I could put are flying, invincibility and having the bullets be able to penetrate through platforms.

Elephant Quest:

http://www.kongregate.com/games/ArmorGames/elephant-quest

Similar to dodge, though the game is very different in design and meant to be a one player RPG, there are many similar physics and graphical aspects. The knockback and physics of the elephant shooting are similar to what I want to put in my game. One game implementation I like in this game that is not in SMO Arena is the stat increase and having a character become stronger the more they play. Rather than a coin system to buy guns, it could be used to

Matrix Bullet Time Fighting:

http://www.stickpage.com/matrixbullettimeplay.shtml

While there is not as much interaction with platforms, the idea of having a two player shooter that is 2D is similar. I don't think the physics or graphics of this game contain anything that I

would like to transfer over. I like the idea, however, of being able to chain combos and perhaps rather than having the Blob die when falling off of the edge I could add a mode that uses an HP bar and the player respawns when they run out of health.