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Competitive Analysis

Similar existing products include games like League of Legends, DOTA, or Heros of Newarth. All of these games are very similar in that they all require installation, have the same gameplay of going to the other team’s base with different classes of characters, and have similar maps. The primary leg up that my project will have over games like these is that it can be played in the browser, while it will probably share the other attributes of game’s in it’s genre. This is a powerful advantage though, since so many users prefer browser based games. Most people don’t play the tons of available games for download on the internet, but instead play flash games that can be played in the browser.

There is currently a game “Crazy MOBA Online,” that exists and serves a similar purpose in that it’s played in the browser. However, it requires the unity web plugin, which again cannot be installed on many computers and is almost requiring an installer. My game will not require an installer as it will run on any unmodified browser with javascript / html5 canvas support. “Crazy MOBA Online” also mostly caters to the Malaysian market. My game will cater to the American market, providing the features, etc that we are used to. The other features of this game match the feature set of other MOBAs perfect, so there isn’t a killer feature where this game is better than mine.

There is also “Tome,” a MOBA game with the same gameplay as previously mentioned MOBAs. This game, while previously available in the browser, appears to be Steam-only now. Steam requires an installer much like other games discussed above. My game will be different in that it won’t require an installer.

There may also be changes in the map / characters that my game will naturally make. This will cause my game to be different but not necessarily better / worse than other games listed above. I will take in account the most popular criticisms of the games above made by my peers who frequently play them.