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# Executive Summary

This is your summary for the information contained below. This will likely determine if a reader is going to give the rest of your document a chance, so you'll probably want to actually write it last once you know what you're trying to say.

dandelion spread is a

dandelion spread is also a game designed with educational purposes. The educational part is about evolution in biology , the players control a seed of dandelion and spread itself in real word geography. The choice the player made will decide the direction of evolvement.

# Competition

Give a summary of the competition here…

## Competition: Flower

Developed by Thatgamecompany and published by Sony Computer Entertainment, released in February 2009 on PlayStation 3.

In Flower, the player controls the wind, blowing a flower petal through the air using the movement of the game controller. Approaching flowers to have effects on the game world and lights the world up after six levels.

Flower is a casual game and kind of art game which forming a narrative arc through visual representation and emotional cues.

Use the accelerometer in a casual flight simulation to control the game is a nice way especially in nowadays, while most of our mobile phone has an accelerometer. It has higher sensitive then a small joystick and more naturally interaction, but may cost more time to handle it .

## Competition: Game Y

Provide some details and analysis of this game. What it does that is interesting or a lesson learned from what the game didn't do well.

Groups and lines of flowers are present in each level; approaching these with the petal causes them to bloom and a new petal to trail the first. When the player approaches certain flowers or groups of flowers, changes are made to the game world. These include opening new areas, transforming dead grassy areas to bright green fields, or activating wind turbines. These changes generally result in new flowers sprouting for the player to interact with. Flying through each flower results in a musical chime that harmonizes with the music. The music itself dynamically adjusts as changes are made to the world.[3] The more flower petals the player has trailing the lead petal, the faster the petals move.[2] It is impossible for the player to lose a level or any progress. The game features no enemies, hit points, or time limits. A single play-through of the game takes approximately one hour.[4] Flower is divided up into six main levels and one credits level. Each level is represented by a flower in a pot on a city apartment windowsill, and upon selecting one the player is taken to the "dream" of that flower.[2] Once inside a level, the player controls the wind as it blows a single flower petal through the air. Changes in the pitch and roll of the floating petal are accomplished by tilting the PlayStation 3 controller. Pressing any button blows the wind harder, which in turn moves the petal faster.[3] The camera generally follows just behind the petal, though it sometimes moves to show a new objective or consequence of the player's actions.[4]

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# Differentiation

How is your game going to differentiate itself from the broader market? Tell us what you're going to do based on what you've learned from the other games around you in the market.

# Audience

Provide some detailed discussion of whom you're making this game for. Tell us about the kinds of players that would be interested in your game. This should also be your conclusion. We should be left thinking, "Yeah, this game has a shot…"