Competitive Analysis

Description of Your Planned Project

The game I plan to work on is a multiplayer shooter game where players can team up to fight incoming waves of enemies that try to take their health away. The game will feature different modes including multiplayer, one versus one, and possibly more. Each level will be randomly generator with obstacles and enemies coming from different locations. As the players defeat more enemies, there score will go up. The players will be able to unlock different weapons and power ups to win more easily as their score gets higher. The game will also playable in multiplayer mode on different computers over an internet connection. There will also be sound effects and different sprites for the characters and enemies.

Evaluating Your Competition

One similar project is Robotron: 2048. In this game, the player fights off an endless wave of robots in order to rescue surviving humans and gain as many points as possible. The game is quite simple and is setup in two dimensions. There is a black board and the player's sprite moves around and shoots the robots as they come close to him. There are sound effects and some coloring with the sprites and lettering. The top of the screen displays a score and the number of lives left. The game runs on different consoles and is playable only with one player at a time.

Another similar project is Boxhead 2Play. In this game, a player fights off a wave of zombies as they approach from different directions. The game has a start menu where the player can choose from one player or two player modes, then they can choose a map and difficulty. The game looks three dimensional but just uses 2d sprites to do so. There are different weapons that the player can chose from overtime. The player moves around with their keyboard in one player and in two players, the players share different parts of the keyboard to play on the same screen. The game features different sound effects, map layouts, and settings to customize the gameplay.

Identify Comparison Dimensions

1. Entertainment – The game should be fun and interesting overall so that people enjoy playing it and want to come back. The game should not get boring after playing just a few times.
2. Uniqueness – The game should be different from other games in terms of features and gameplay style and user interface
3. Ease of use – The game should have a balance between not be too difficult to understand and not being too easy to play.
4. Design – The game should have a design that is nice to look at and easy for the user to understand and interface with.

5. Customizability- The user should have some control over the gameplay with options about difficulty, level, character, etc.

Comparison Table

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

	Entertainment	Uniqueness	Ease of use	Design	Customizability
Robotron	6	5	9	3	1
Boxhead	7	7	8	7	6

Summary

By looking at the comparison table of the other projects, we can see that the competitors are both strong in the ease of use section but are lacking in some of the other areas. One area we can target is customizability. Unlike the other games where the map is fixed and the player can only choose from one or a couple maps, we could allow the user to create their own map by placing obstacles and spawn points on a plane. The player could also be able to change their character or weapon with more points. In terms of uniqueness, we could also improve on this category. One area where we would do so is by making the game multiplayer. Both these games have some form of multiplayer, but they involve sharing the same game. We could make ours unique by allowing for true multiplayer across different devices. Another way we could improve uniqueness is by adding different game modes. We could add one versus one battles or a create your own level so that the user is more entertained and so our game stands out more. Our design could also be improved by using better sprites and having a clean but not overly simple layout for the game map.