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TP1 Competitive Analysis

1. Dance Dance Revolution – Played with a dance pad. There are up, down, left, right arrows on the pad that correspond to the appropriate arrows on the screen. There are over 50 songs to choose from. There are different levels to play and when playing, there are flashy colors as well as a character on the screen also playing. There is a multiplayer mode as well. There are sound effects every time you press the arrow, whether you do poorly or do well. The game colors change when you reach a milestone in your score. It counts combos. You get ranked from A to F.
2. Tap Tap Revolution – Played on a mobile device. There are three buttons and can be played with most songs though some need to be payed for. The ame play is both tapping and dragging. There are also different difficulty levels as well as a flashy background when playing. There are sound effects and the game colors also change. It counts combos as well. Get a number score.

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| --- | --- | --- | --- | --- | --- |
|  | Aesthetic | Ease of Access | Cost | Number of Songs | Excitement |
| Dance Dance Revolution | High | low | high | high | high |
| Tap Tap Revolution | high | high | medium | medium | medium |

Although there are a lot of songs for both games, it is limited so I want to create game that allows you to input any song you want and play it. The cost of my game will be free because you won’t have to buy specific hardware to play or pay for the songs. It is easy to access because it is played on the computer. The excitement will be high because it is a game played with the entire upper half of the body and not just the fingers.