Competitive Analysis

* 15-112 Term Project: “Harry Potter: Wand Training”
  + Features
    - Harry potter wand casting
    - Trace circles to cast spells
    - Actual animation/ image when spell is cast
    - Spell book
    - Uses actual spells
  + Anti-features
    - Uses webcam
    - Need to hold something to trace wand
    - Only one player
    - No live tutorial
* Actual spellcasting at Universal
  + Features
    - Highly interactive environment
    - Very reactive and interactive
    - Depends on tracing with the wand
  + Anti-features
    - Doesn’t use any actual spells
* Google’s use of harry potter spells to control features on an Android phone
  + Features
    - You say the spell to get it to do something
    - Uses actual spells
  + Anti-features
    - Few available spells
* Harry Potter official video game spellcasting (Wii)
  + Features
    - Uses actual spells
    - Wand dueling
    - Uses motion of the hands to cast spells
    - Health bar
  + Anti-features
    - Requires Wii remote
    - It’s not you casting the spell, it’s your character
    - Not multiplayer
* Harry Potter Dueling Game <https://scratch.mit.edu/projects/1505350/>
  + Features
    - Uses different types of spells
    - Dark spells harm you
    - You have a health bar
    - It takes time to cast a second spell
    - You have defensive spells to counter attacks
    - You can get new potions, spells, and wands as you keep winning
    - Lines represent spells cast
  + Anti-features
    - Made in scratch
    - Two dimensional
    - Two characters on screen casting simple lines at each other
* Harry Potter Spells App
  + Features
    - One or two players
    - 13 different, actual spells
    - Different animations for each spell
  + Anti-features
    - Made for use with the phone
    - Not actual characters, only just the wands that cast the spells