Competitive Analysis:

Kinect Adventures:

* Multi player: sometimes you go one by one and compete on time, sometimes you can choose to play 2 at the same time
* Have obstacle courses and water rafting
* Try to get coins on the course down, don’t die just have high scores
* If you get good scores you can level up and unlock more courses
* Different levels (easy, medium, hard) for courses
* Can customize your avatar

Dance Central on Kinect

* Can only go one person at a time, but 2 can compete for points
* Follow a dancer on screen and if your limb is very off it will be highlighted
* If your limbs mimic the dancer really well you get points: excellent, good, bad
* If you get enough points you unlock medium level, and then hard, and bonus songs
* You can fail a song and be stopped midway.
* Different characters are available to choose from.
* On screen, shown upcoming dances
* Has a training module where the dance goes slowly and tries to teach you it

1. Multiplayer
2. Energy/points
3. Seeing your movements on the screen
4. Kind of movements
5. Bonuses/unlocking

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|  | Multi | Energy | Visualizations | Movements | Bonuses |
| Adventures | Alone, compete, or at the same time (for fun or competitive) | Earn coins in courses, lose lives if hit by obstacle | See an avatar doing the same movements as you so its clear what the kinect sees | Jumping, copy the image on screen, arms, squatting |  |
| Dance C | Only one at a time, but save scores and compete | Earn energy for doing moves well or really well, lose for being way off | See a color frame of yourself w black background in the corner | Dancing moves: arms, elbows, jumping, turning, hovering hand to choose | Have to pass easy level before you can unlock more. Bonus songs. Unlock superstar and other labels. |

These inspired my project in terms of energy, visualizations, and movements. Considering that I am spending a lot of time figuring out how Kinect works, I chose not to include multi player features, and will just assume only one person is in the frame at all times. However, in games I will use a timer count down and catching coins and hitting obstacles as a way to record energy/lives. I don’t have unlocked games; however, when you complete all of the courses you win the entire solar system so there is kind of a way to move up in the grand scheme. I will use a lot of the same body detections including squatting, jumping, arms, tilting, etc.