

# Competitive Analysis

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## Description of Your Planned Project

The goal of the game is to chase other players, and try to catch them in order to win the game. Some features include special powerups that can aid/hinder the players, teleportation spots and online multiplayer.

## Evaluating Your Competition

### Project 1 – Bomb It

(<http://www.twoplayergames.org/Bomb-it-7/819.html>)

- Players move around a 2D board, placing bombs that explode and kill other players
- Multiple game modes
- Includes powerups such as ‘increase number of bombs that can be placed’, ‘player speed’, ‘strength of player bombs’, etc
- Up to a maximum of two players can play on the same keyboard at the same time
- Players play against bots to win rounds

### Project 2 – The World’s Biggest Pacman

(<http://worldsbiggestpacman.com/#>)

- Similar to regular Pacman in terms of the goal being to collect all the yellow circles without getting eaten by ghosts
- This version allows players to create and share their own maps. These different versions can then be joined to create a super large map
- Has statistic boards at the side that show both your individual stat and global stats
- Allows for connection to Facebook to share your scores with your friends

## Identify Comparison Dimensions

### 1. Gameplay

This is the most important as it makes up the basis of the game and determines how much fun a user can have.

### 2. Uniqueness

With the great number of 2D map-based games available online, games need to have unique attributes that can help distinguish them from their competition.

### 3. Speed

The speed of the game determines how intense and exciting a game is which affects the number of people and kind of people who would like to play it.

#### 4. Animations

This is important as it allows the user to engage with the game enjoyably. Smooth animations mean a better user experience.

#### 5. Sound Effects

This is important as it can add to the user experience as another sensory output. Good sound effects paired with interesting animations can make the user feel involved with the game.

### Comparison Table

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

	Gameplay	Uniqueness	Speed	Animations	Sound Effects
Bomb It	Place bombs to kill players and computers, with multiple game modes	Powerups and board elements e.g. teleportation	Extremely intense, especially towards the later part of the game	Cute characters that change facial expressions according to the situation	Multiple different sound effects for different powerups and deaths, with background music
Pacman	Run away from ghosts and collect yellow dots	Global effort to add to existing map, leading to a crazy big map	Level of intensity increases as more ghosts are released	Basic level of animation, but very clean and smooth	Basic sound effects for when Pacman eats and is eaten

### Summary

In order to be competitive, my project will need to have:

- Fast-paced environment
- Interesting goal – to catch other players
- Animations for the characters and powerups
- Appropriate sound effects
- Computer player (AI)
- Different game modes

One identified gap is that none of the projects have online multiplayer across multiple computers, which I can include in my project to be unique.