Competitive Analysis

# Description of Your Planned Project

See project proposal

# Evaluating Your Competition

Mario Party online

* Pretty close to what Mario Party 1 was
* Uses an N64 emulator of some sort
* Button controls are kinda jank
* Allows for single player mode (AI control the other users)

Mario Party Advance

* Mostly single player
* Minigames are unlocked as the player progresses
* Possible to play with others by connecting with them

# Comparison Table

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

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Animation quality** | **Balance of game** | **Fun for multiplayer** | **Explanation of rules** | **Minigame balance** |
| Mario Party Online | Great | Mediocre | Excellent | Excellent | Bad |
| Mario Party Advance | Great | Excellent | Subpar | Excellent | OK |

# Summary

* The main thing that the competitor products lack is balance in both the minigames and the outer games
  + The online N64 emulator made controls very unintuitive. As a result, controlling the player in the minigames turned out to be very difficult
  + The AI also moved through scenes and selections very quickly, making it hard to read what descriptions were saying
  + There was no catch-up mechanic in the N64 version – players who fell behind often stayed behind
  + Neither game really encouraged or rewarded risk-taking
* Both games had pretty bad music overall
* Both games had good help screens, I’ll be incorporating that as well.