

Competitive Analysis – Bomberman game

Context on the games that I have picked for the competitive analysis

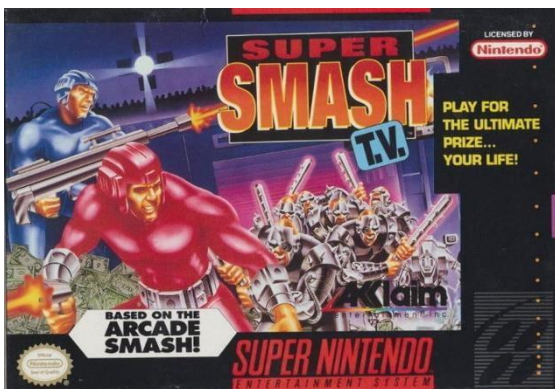
Gauntlet

This cooperative game features top-down, hack-and-slash mechanics in maze-like dungeons that get harder as you go. The detailed pixel art and thematic music enhance the experience. Its user-friendly interface shows health and score, making it addictive and challenging.



Smash TV

A twin-stick shooter with cooperative play, Smash TV has colorful, futuristic visuals and fastpaced music. The easy-to-use menus and detailed HUD make it engaging, especially for intense multiplayer action.



Robotron - 2084

This single-player twin-stick shooter takes place in simple, sci-fi-themed single-screen arenas that increase in difficulty. Its minimalistic audio and basic UI contribute to its fast-paced and addictive gameplay.



Bomberman 1

This strategic action game features top-down, grid-based mechanics where players place bombs to destroy enemies and obstacles. The maze-like arenas increase in difficulty as the player progresses. The simple, colorful pixel art and catchy sound effects complement the gameplay. The user-friendly interface shows lives, score, and power-ups, making it engaging and challenging as players must carefully time bomb placements and avoid enemy attacks.



Criteria	Gauntlet (Competitor)	Smash TV (Competitor)	Robotron: 2084 (Competitor)	Bomberman 1 (Competitor)
Gameplay Mechanics	Top-down, hack-and-slash, co-op	Twin-stick shooter, co-op	Twin-stick shooter, single-player	Top-down, action-strategy
Level Design	Maze-like dungeons, increasing difficulty	Arena-based, interconnected rooms	Single-screen arenas, increasing difficulty	Maze-like, single screen grid layout, increasing difficulty
Visual Design	Pixel art, detailed dungeons	Colorful, futuristic sprites	Simple, sci-fi pixel art	Simple, Pixel-art Retro
Audio Design	Thematic music, arcade sounds	Fast-paced, energetic music	Minimalistic, tension-focused sounds	Minimalistic, simple effects Looped music
UI	Intuitive menus, HUD with health, score	Easy-to-navigate menus, detailed HUD	Basic menus, simple HUD	Basic menu, minimalistic HUD, Time score and lives
Core mechanics	Character control, looting, Health & powerups	Dual-stick shooting, cash / prizes & Powersups	Dual-stick shooting	Bombplacement Power ups

This table showcases the competitive analysis I made up for 3 different games that are similar and associated to fast-paced retro games which are identical to the game Bomberman. (Info on these games can be found in the appendices). The table has given me plenty of insight on the (SWOT) for each game, which will allow me to see the gaps in the each game where I can bring most of Bomberman’s potential and importantly their strategies on how their game became successful.

Through analyzing the games Gauntlet, Smash TV, Robotron, Bomberman They gave me valuable insights for designing my game in Unity. By using these insights, I can create a fun and engaging game in Unity, ensuring it has matching gameplay, visuals, and user interfaces.

Following game sources are used to analyze for my Competitive analyses

[Gauntlet](#) - wiki

[Gauntlet](#) - Gameplay Video Link 1

[Smash TV](#) - Link 1

[Smash TV](#) - Info + Gameplay Link 2

[Smash TV](#) - Link 3

[Robotron](#)

[Robotron Video Part 1](#)

[Robotron Video Part 2](#)

[Bomberman 1](#) - wiki

[Gauntlet](#) - Gameplay Video Link 1