

*CopyWrong* belongs to the logic games genre. It can also be classified as a puzzle platformer game.

1. *Super Mario Galaxy 2* is a 3D action platformer game that revolves around traveling across planets to save Princess Peach yet again. On some levels, *Super Mario Galaxy 2* can switch to a more puzzle oriented platformer genre. It utilizes these planets to control the gravity of the game. Mario's movements are pulled towards the center of these planets and interesting gameplay strives among these planets. (I want to draw attention to the Cosmic Clones for my analysis as this is where I acquired the inspiration for this game.)
2. *Portal Stories: Mel* is an unofficial prequel to *Portal 2* developed by independent indie developers. It is a logic and puzzle game. Although it is not published by Valve, it uses the same mechanics and art as *Portal* and *Portal 2*. *Portal Stories: Mel* is a logic game where the player uses a portal gun that shoots two beams which creates an instant "doorway" from location A to B.
3. *Phoenix Wright: Ace Attorney* is a logic and puzzle game. It involves the defense lawyer named Phoenix Wright who goes on court cases to defend people convicted of murder. It is about putting pieces of the puzzle together to find the truth. The game is heavily text focused and requires use of logic and deductive reasoning with the evidence provided in each court to protect the innocent and convict the guilty.

One main difference between *Super Mario Galaxy 2* and *Portal Stories: Mel* is the enemy design. In *Mario*, enemies in general move around. Certain enemies chase Mario down when they see him. Thus, promoting a fast paced, more action oriented game. Specifically, in *Cosmic Clones* levels, these clones spawn a few seconds after Mario makes his first move. The clones copy Mario's movements behind him and if Mario ever shows signs of slowing down, the clones will be closer and closer to catching up. This forces the player to act quickly with less time to think. In *Portal Stories: Mel* however, the only enemies the player faces in levels are the turrets. Upon catching the player, *Mel*, in sight, they shoot bullets at her like no tomorrow. However, the

turrets do not actively chase Mel. This allows the player to settle down and think before making a move. The enemies in this game are stationary meaning the game promotes slow and thought out decisions.

Another main difference between Super Mario Galaxy 2 and Portal Stories: Mel is the importance of life in the games. In Super Mario Galaxy 2, Mario faces enemies along the way as he moves towards his goal in every level. It feels dreadful to be near the end of a level, but die to an enemy or fall into a blackhole in the last jump. The point of the game is to preserve your life until the end. This is different in Portal Stories: Mel. The dread comes from not knowing what to do at a level. Solving the level's puzzle is what brings joy. In fact, even if you die but within the last glimpse before your death you see the answer to the puzzle of the level, you come back and speed your way through the level because you know what to do. This changes gameplay in that in Mario's case, he cannot freely take risky jumps or brute force through monsters with little consequence. In Portal, the incentive is to solve the puzzle, thus you feel more free to experiment with all assets available, even your life. In terms of life mechanic in the games, Portal allows for more reckless behavior.

One difference between Super Mario Galaxy 2 and Phoenix Wright: Ace Attorney is the settlement on the pace of the game. Super Mario Galaxy 2's game pace is dictated by the player while Phoenix Wright: Ace Attorney's pace is based on the game. There are star bits and coins to collect in Super Mario Galaxy 2 that can be exchanged for various rewards. The player is incentivized to stay in levels longer to collect as many collectables as possible before completing the level. The player may choose to do so, or choose to speed run the game, or a mix of these. It is up to the player to control the pace of the level. Sometimes, players are allowed to choose levels they want to play first. You also don't need to beat every level to save the princess. However, Phoenix Wright: Ace Attorney is more a storyline based game and there is no deviation. There is no reward system for collecting items. There is a set number of evidence you can and must discover before you can proceed. The gameplay differences given by difference in this particular mechanic is players in SMG2 would be more geared towards collecting coins and star bits for rewards whereas PW:AA incentivizes the player to focus more on the story in a more linear path.

Another difference between Super Mario Galaxy 2 and Phoenix Wright: Ace Attorney is expectation in what is coming next. In SMG2, the game would show you a preview of how a monster mechanic works before throwing you into the action. With a 3D camera, you also see a lot of what's coming next in many scenarios. However, Phoenix Wright: Ace Attorney is unpredictable. Many times you feel as if you know the truth given all the evidence, but the game comes out with a new piece of information that nullifies your evidence. SMG2 provides players with a challenge and lets them know what to expect (head on challenge experience) while PW:AA throws twists at you at different intervals of the game giving you a shocking experience.

One difference between Portal Stories: Mel and Phoenix Wright: Ace Attorney is the difference between the flexibility of experimentation before attempting to solve the puzzles. The portal gun is very good at providing the player access to near endless experimentation. There is no energy or bullets required for the portal guns. If you miss a shot or shoot a wall you didn't mean to, there is no punishment. The player is able to test out different locations to put portals within the level whenever and wherever they want. In Phoenix Wright: Ace Attorney, this is not at all flexible. The player must think of the solution before presenting the evidence to the judge as providing unrelated evidence to counter certain testimonies would lose you points against the judge. Eventually, you lose the case if you lose too many points. Portal promotes a more guess and check type gameplay to solve puzzles whereas Phoenix Wright: Ace Attorney requires more thinking before doing.

Another difference between Portal Stories: Mel and Phoenix Wright: Ace Attorney is the "only one answer" mechanic. In PW:AA, there is only one correct answer. Every false testimony, there is only one piece of evidence that can provide contradiction. In Portal however, personally I have been able to find different solutions not in the solutions book in certain levels. This changes gameplay because in PW:AA, you play to find the one correct answer. Whereas, based on how the level is designed in Portal, there may be solutions the developers didn't even realize or account for. Thus, knowing this, it incentivizes players to promote experimentation in Portal to find uncommon solutions.