

Course: IT265-002-S2025

Assignment: IT265 Case Study - Color Theory

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Status: Submitted | Worksheet Progress: 100.00%

Potential Grade: 10.10/10.00 (101.00%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2025/it265-case-study-color-theory/grading/voe2>

# Instructions

Step 1: Recommended to use your original choice from the Atari Case Study, but if it's just black and white a different retro game of your choice may be picked (preferably first-generation systems or older).

- For reference, here are the links from the prior assignment:

- <https://www.free80sarcade.com/all2600games.php>
- <https://games.aarp.org/category/atari-games>
- <https://playclassic.games/games/action-atari-2600-games-online/keystone-kapers/play/>
- <https://www.tripletsandus.com/play-classic-80s-arcade-games/play-atari-2600-video-games/>

Step 2: Analyze the color/design further and come up with a modernized sketch/outline/etc per the below tasks. I understand not everyone is an artist (neither am I) hence the goal of these are sketches, but you're free to be more elaborate.

Step 3: Save the worksheet. Export the PDF. Upload it to GitHub. Upload the PDF to Canvas.

## Section #1: ( 2 pts.) Exploratory Analysis Of Original Game

### Task #1 ( 0.00 / 0.67 pts.) - Color Schemes Identification

**Weight:** 33.33%

**Objective:** *Color Schemes Identification*

**Details:**

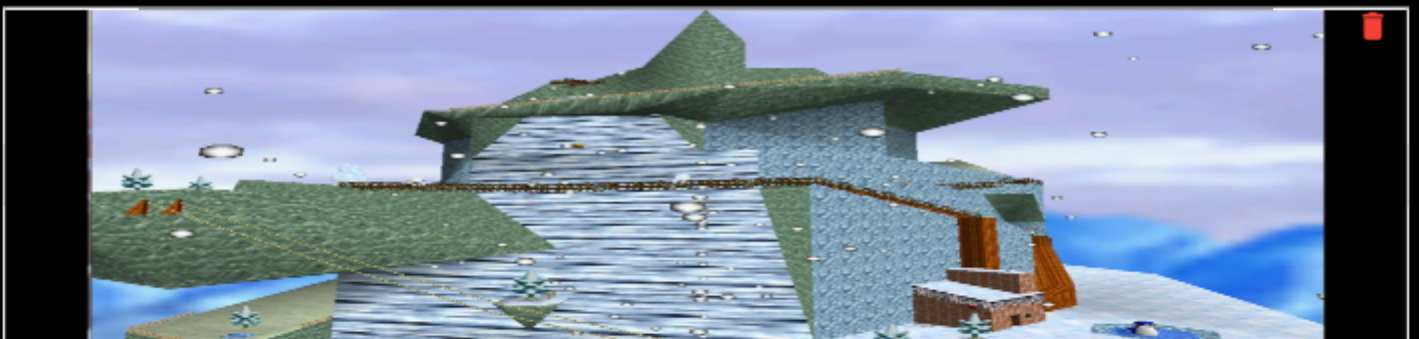
Include relevant screenshots of the game. You don't need to go crazy with this but do capture the essence.



Mario 64 Inside Castle



Endless staircase to final Bowser boss



Cool, Cool Mountain



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Task #2 ( 0.00 / 0.67 pts.) - Analyze how these colors contribute to

Weight: 33.33%

Objective: Analyze how these colors contribute to the game's atmosphere

Text Prompt

Your Response:

Your Response:

The game does a good job of creating the atmosphere with colors that match the tone of the area. Inside the castle there are bright, vibrant colors with cute paintings on the wall giving it a safe and comfortable feel, red carpets showing signs of luxury and wealth, and a nice checkered floor to keep the vibrant and kind of childish feel to the castle. Contrary, when running up the final staircase to the final bowser fight, if you don't have enough stars the stairs will get dark and the path in front of you will dim down, making a tense and mysterious atmosphere for the path to the final boss. In Cool, Cool Mountain since it's a snowy mountain they stick to light, blue colors to give the icy/snowy. The rocks even look cold because of how lightly colored they are.



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### Task #3 ( 0.00 / 0.67 pts.) - Compare with a modern equivalent

**Weight:** 33.33%

**Objective:** *Compare with a modern equivalent*

**Details:**

- Mention the comparison game (can be more than one game)
- Compare the use of color to the modern game and highlight how color usage evolved (or devolved)

#### ≡ Text Prompt

Your Response:

A modern equivalent to Mario 64 would be Mario Odyssey. Mario Odyssey takes a different approach with colors though, especially with Bowser. Mario Odyssey strays from ordinary color schemes and tries its wacky worlds like Luncheon Kingdom that is a soup kingdom with pink lava. Bowser throughout the game is trying to set up a wedding with Peach and is dressed in white. For Mario's first battle with Bowser they lean into the white outfit by making you fight him in Cloud Kingdom, keeping the white theme consistent. This changes later into the game when you fight him for the final boss and you fight him on the moon, but this time the scenery is gray/purple and way less vibrant making the fight feel more serious. Mario 64 leans into more classical tropes, like having Shifting Sand Land be mostly yellow and barren of much color other than yellow/orange/brown, even in the enemies, keeping the color scheme analogous. I would definitely say Nintendo evolved a lot with their color usage.



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## Section #2: ( 2 pts.) Creative Conceptualization

# For Redesign

## Task #1 ( 0.00 / 1 pt.) - Modern Mood/Theme Proposal via Color

**Weight:** 50%

**Objective:** *Modern Mood/Theme Proposal via Color*

**Details:**

- Propose a revised mood or theme for the game, justified with a new color scheme
- Explain your choice of colors using color harmony rules (e.g., analogous, complementary)

### ≡ Text Prompt

Your Response:

The game doesn't necessarily have a central color scheme, but for some levels (namely levels like Shifting Sand Land) that have analagous color schemes, I would stray away from them and more towards tetradic or square themes. The contrast in these themes allows for more unique environment creation and silly occurances in those environments. This is what more modern mario games lead towards, especially Mario Odysesey in places like Sand Kingdom where the kingdom is having issues with a frozen visitor and the kingdom has icicles shooting out of it. The overworld is mostly analagous to give the desert feel, but when you go underground to deal with the unwanted visitor the atmosphere changes to a darker bluer one to give the feel of a cold cave, and aspects of this leak into the overworld overall making a much more interesting level than Shifting Sand Land.



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## Task #2 ( 0.00 / 1 pt.) - Narrative Enhancement Through Color

**Weight:** 50%

**Objective:** *Narrative Enhancement Through Color*

**Details:**

- Explain how color can be used to enhance storytelling within the game (this may be a stretch in some cases, but answer it the best you can)
- Provide examples/descriptions that illustrate your narrative color choices

### ≡ Text Prompt



Your Response:

I feel like even in the more serious moments of the game, especially in the final battle with Bowser in the Sky, the battleground feels like it misuses a split-complementary harmony. I feel like the stadium can use less contrast and saturation because then the battleground just looks out of place. With UI, I feel like similar to the health, as the lives go up the color gets lighter, but as you get lower in lives the color should be red to feel dangerous/urgent.



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## Section #3: ( 2 pts.) Design Sketching And Color Application

### Task #1 ( 0.00 / 1 pt.) - Gameplay Mechanics and Color Integration

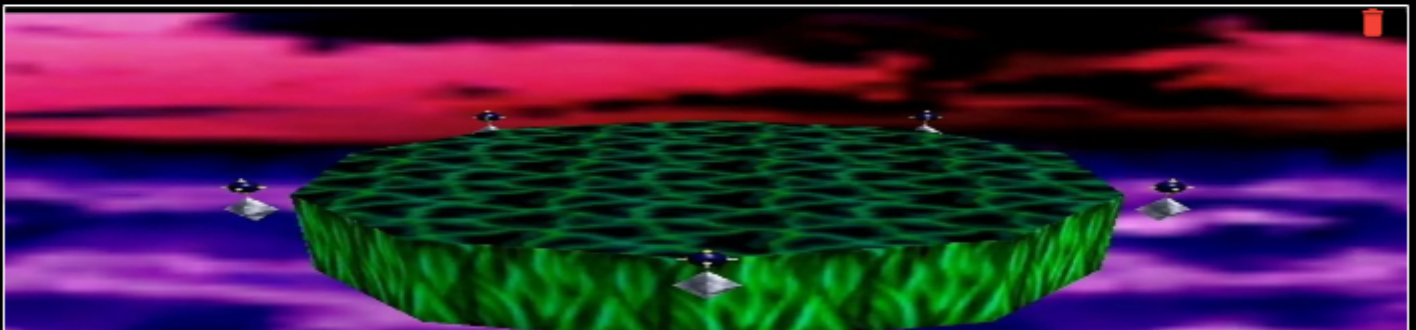
**Weight:** 50%

**Objective:** *Gameplay Mechanics and Color Integration*

**Details:**

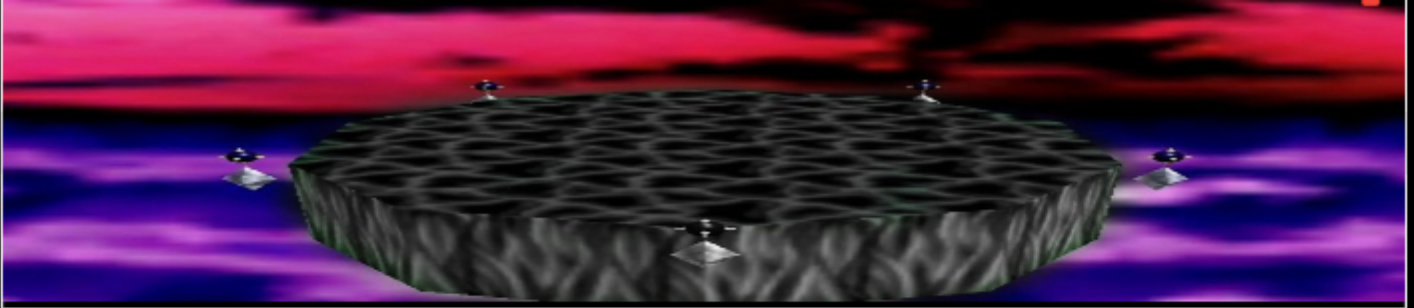
- Sketch gameplay elements or mechanics enhanced by your new color scheme (excludes interface as it's a different question/task)
- Provide concept art that showcases the updated visual style
- If using physical sketches, can use a scanner or phone photo to capture. It's recommended to also add the original to github as this upload process may not do the original work(s) justice.

#### Image Prompt



Before





After



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## Task #2 ( 0.00 / 1 pt.) - Explain the choices of your sketches

**Weight:** 50%

**Objective:** *Explain the choices of your sketches*

**Details:**

- Describe how these color choices affect player interaction and engagement
- Explain the rationale behind each color choice and its expected impact

### ≡ Text Prompt

Your Response:

The green here would work more as an accent, but in this it isn't used as an accent it's the entire stadium that's green and the atmosphere looks nice, but ultimately the green just pops too much and looks weird. By muting the stadium out and letting the atmosphere of the background do its work, I feel the stage is much more menacing.



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## Section #4: ( 2 pts.) Audiovisual Reimagining And Ui/ux Modernization

## Task #1 ( 0.00 / 0.67 pts.) - Complementary Sound Design

**Weight:** 33.33%

**Objective:** *Complementary Sound Design*

**Details:**

- Briefly outline how sound design complements the visual color scheme
- Mention if specific audio cues align with color changes or themes (use details)

### ≡ Text Prompt

Your Response:

The soundtrack matches the atmosphere created by the visuals well, with every level and area having its own background music that plays so that it does always fit the environment. Also, when you're low health your healthbar glows red and urgent sounds start playing to let the player know "HEY! YOU'RE ABOUT TO DIE SO BE CAREFUL!" which is a specific audio cue that aligns with color change.



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## Task #2 ( 0.00 / 0.67 pts.) - UI/UX Color Scheme

**Weight:** 33.33%

**Objective:** *UI/UX Color Scheme*

**Details:**

- Sketch UI/UX elements highlighting the integration of your new color scheme
- If using physical sketches, can use a scanner or phone photo to capture. It's recommended to also add the original to github as this upload process may not do the original work(s) justice.

### 🖼 Image Prompt



before





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### Task #3 ( 0.00 / 0.67 pts.) - UI/UX Color Functionality

**Weight:** 33.33%

**Objective:** UI/UX Color Functionality

**Details:**

Detail how color enhances usability, player feedback, and overall aesthetic. Include considerations for accessibility.

#### ≡ Text Prompt

Your Response:

It keeps the aesthetic looks of the game, but incentivises the player to keep track of their lives because the lives being orange all the time might get forgotten by the player. But if their once yellow lives start getting low and get redder and redder, they will notice that and start trying to play safer to keep themselves from getting a game over.



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## Section #5: ( 2 pts.) Reflection



## Task #1 ( 0.00 / 1 pt.) - Reflection on Color Theory in Game Design

**Weight:** 50%

**Objective:** *Reflection on Color Theory in Game Design*

**Details:**

- Reflect on how the application of color theory principles can transform the player experience
- Discuss challenges faced in applying color theory to a classic game

### ≡ Text Prompt

Your Response:

Choosing Mario 64 which is a game with a lot of different environments/levels and a lot of different colors, it was a little difficult to apply color schemes to it in places other than its UI, which is why I defaulted to a specific level. Even as an older game, Mario 64 pays attention to its colors and how it interacts with the player. Color Theory when done well in a game can make a game go from looking good, to both looking AND feeling good to look at.



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## Task #2 ( 0.00 / 1 pt.) - Personal Learning Experience

**Weight:** 50%

**Objective:** *Personal Learning Experience*

**Details:**

- Share insights gained from this assignment, particularly in relation to color's impact on game aesthetics and mood
- Evaluate the effectiveness of your redesign choices based on color theory

### ≡ Text Prompt

Your Response:

From this assignment, I really started thinking more into how colors can really create an atmosphere and even interact with the player to point them into playing a certain way or to alert them even without sounds. When creating an atmospheres, the colors will always dictate the feel, whether you use darker colors to make a level feel scary or tense, or you use bright and lighter colors to make a level feel playful and explorative, colors make what a player sees and feels. When redesigning I feel like I could have done a better job with Bowser in the Sky, but ultimately i feel like what I did with the lives in the UI adds another layer of urgency and indication when low on lives, and changing the stadium from green to gray makes the final stage feel darker and scarier as a final battle.



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