

Course: IT265-002-S2025

Assignment: Case Study 1 - Atari

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Status: Submitted | Worksheet Progress: 100.00%

Potential Grade: 10.00/10.00 (100.00%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2025/case-study-1-atari/grading/voe2>

# Instructions

## 1. Step 1:

From this spreadsheet, pick a game you plan to analyze (selection must be unique) and put your UCID to the left of it:

[Game Selection Spreadsheet](#)

If a selection turns red, it has already been chosen. Do not edit others' content/selection and be mindful if multiple people are working on the sheet simultaneously.

## 2. Step 2:

Use one of these sites to playtest and analyze your game:

- [Free 80s Arcade](#)
- [AARP Atari Games](#)
- [Keystone Kapers](#)
- [Triplets and Us](#)

If none of these work, use an alternative close to the original game.

## 3. Step 3:

Analyze and research your chosen game. Collect resources and include them in your responses for related sections.

## 4. Step 4:

Save the worksheet, export as a PDF, and upload it to the mentioned branch on GitHub. Create a pull request, merge it to main, and upload the PDF to Canvas.

## Section #1: ( 1.5 pts.) Game Overview

Task #1 ( 0.00 / 0.50 pts.) - Game Details - Note the Game's title, de

Weight: 22.22%

Weight: 33.33%

Objective: *Game Details - Note the Game's title, developer, publisher, platform, genre, and release date*

### ≡ Text Prompt

Your Response:

**Title:** Super Breakout  
**Developer:** Atari and Paradox  
**Publisher:** Atari (NA + EU), Namco (JP)  
**Platform:** Any Atari console, Gameboy, Gameboy Color  
**Genre:** Paddle and Ball



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## Task #2 ( 0.00 / 0.50 pts.) - History and Industry - Note the historical

Weight: 33.33%

Objective: *History and Industry - Note the historical context of the game's release and its place in the industry*

### ≡ Text Prompt

Your Response:

The history of Super Breakout branches back to its prequel, Atari Breakout. Breakout was developed under the codename "Brick" in February 1975 by Steve Jobs and Steve Wozniak. Though the game was shelved later that year in April, it was soon revisited by Gary Waters who was tasked with remaking Wozniak's hardware and finish developing the game. He went on to finish the game and Breakout debuted in May 1976, becoming a global hit and selling between 11 to 15 thousand units. In 1978 Super Breakout was created after a new branch of microprocessors were released and Atari decided to revisit the game using the new microprocessors to add more modes and ways to play the game.



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## Task #3 ( 0.00 / 0.50 pts.) - Compare the game to similar games of

Weight: 33.33%

Objective: *Compare the game to similar games of the time*

### ≡ Text Prompt

Your Response:

In the simplest of forms: Super Breakout is just single player Pong. That's what it was designed to be, it doesn't inherit similarity to other games that aren't just other Paddle and Ball games.



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## Section #2: ( 2 pts.) Gameplay Mechanics And Level Design

### Task #1 ( 0.00 / 1 pt.) - Core gameplay mechanics and how they shape the player's experience

**Weight:** 50%

**Objective:** Core gameplay mechanics and how they shape the player's experience

#### ≡ Text Prompt

Your Response:

The game is shaped around a paddle, a ball, and bricks. The player plays as the paddle and is tasked with breaking all the bricks on the screen, but the paddle can only interact with the bricks by bouncing the ball into the bricks which breaks them and bounces the ball back towards the paddle. The player does not have an end to the game, every time they clear a screen of bricks they move onto the next levels. The amount of balls depends on the game mode, but when the player runs out of balls, the game ends and they are given a score. The game gets increasingly difficult, increasing the speed of the ball and even decreasing the size of the paddle as the game goes. Lastly, a huge gameplay mechanic is where the ball hits on the paddle. If you hit the ball with the left edge of the paddle, the ball will bounce sharp left, if you hit it with the right edge it will launch sharp right, but if you hit it with the middle it will bounce normally, so it introduces another layer to ball control instead of mindlessly bouncing a ball back and forth, now you need to think where you want the ball to go and how you need to position the paddle to get the ball to go in that direction.



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### Task #2 ( 0.00 / 1 pt.) - Level design and how it affects gameplay

**Weight:** 50%

**Objective:** Level design and how it affects gameplay

Objective: Level design and how it affects gameplay

### ≡ Text Prompt

Your Response:

Level design in this game aligns with brick placement. In the base mode, brick placement is always the same, but in different gamemodes like in multi-ball and wall drop, the developers choose to differently design the levels. In multiball, the other 2 balls are trapped inside the brick wall, and to unlock them the player must use their starting ball to break the other balls out to faster break the bricks. In this mode, the level design effects the gameplay because it changes how the player wants to complete the level, drawing their eyes to the possibility of juggling three balls instead of one so players will try to break those balls out as fast as possible. In the wall drop gamemode, the brick walls drop after a certain amount of time, and there are gaps in between each wall where if you manage to get the ball into these gaps, you can get it stuck bouncing in between walls breaking a bunch of bricks without the player having to do much. Since this exists, the player will obviously work towards breaking a wall through on one side to try and get the ball stuck.



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## Section #3: ( 1.5 pts.) Graphic And Audio Design

### Task #1 ( 0.00 / 0.75 pts.) - Game's visual appearance, artistic choice

**Weight:** 50%

**Objective:** *Game's visual appearance, artistic choices, and how they contribute to the experience*

### ≡ Text Prompt

Your Response:

The game is a black and white game with a tint over it to simulate color. The bricks change colors every 2 layers to help the player visualize how deep they are getting the ball in terms of layers. The paddle is a bright yellow, which no brick has which differentiates them visually.



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### Task #2 ( 0.00 / 0.75 pts.) - Sound design, including music and sound

**Weight:** 50%

**Objective:** Sound design, including music and sound effects, and their impact on the game

### ≡ Text Prompt

Your Response:

The sound is all just beeps and boops, but the sound effects are all different. There are different sound effects for the ball making contact with bricks, the game ceiling (top of the screen), the paddle + the game walls (sides of the screen) which are the same sound, the game start, and the game floor (below the paddle/bottom of the screen).



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## Section #4: ( 1.5 pts.) Narrative And Storytelling

### Task #1 ( 0.00 / 0.75 pts.) - Narrative structure, main plot points, and

**Weight:** 50%

**Objective:** Narrative structure, main plot points, and setting

### ≡ Text Prompt

Your Response:

The game takes place in the empty space of a void, with only a box surrounding the walls to the north east and west. The ball doesn't want to succumb to the void but the devious bricks keep trying to push it down. The objective? Save the ball from falling victim to the void and defeat the nasty bricks. Everything I just said is incorrect, the game has no narrative or story I just made that up.



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### Task #2 ( 0.00 / 0.75 pts.) - Character development and how it integrates

**Weight:** 50%

**Objective:** Character development and how it integrates with gameplay



## ≡ Text Prompt

Your Response:

The more bricks I break and the higher the score gets, the more worth the player feels as a person. The ball gains confidence and goes faster as the game goes on, and but the paddle feels insecure and gets smaller. It's a beautiful narrative and a beautiful representation showing how those who raise others and save them are the ones who feel small (I made this up too).  
For real, there are no characters to develop in this game.



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## Section #5: ( 1.5 pts.) Impact And Reception

### Task #1 ( 0.00 / 0.75 pts.) - Critical and player reception, including r

**Weight:** 50%

**Objective:** *Critical and player reception, including reviews and feedback*

## ≡ Text Prompt

Your Response:

The game sold around 11-15 thousand units, and ended up as the 9th most sold game in Japan for 1978, and the 8th most sold game in the US for 1979.



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### Task #2 ( 0.00 / 0.75 pts.) - Game's impact on the gaming industry a

**Weight:** 50%

**Objective:** *Game's impact on the gaming industry and its cultural significance*

## ≡ Text Prompt

Your Response:

Super Breakout was one of the first sequel video games ever be created. Super Breakout also went on to be ported to the Atari 5200 in 1982 as well as come with the console whenever it was bought. The developers of google in the future also went on to recreate Atari Breakout in the search engine using random tinted pictures. Another lasting effect reakout had was being a pioneer to brick-breaker paddle and ball games that are featured in games like Mario Party Jamboree and various other recreations.



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## Section #6: ( 2 pts.) Reflection

### Task #1 ( 0.00 / 1 pt.) - Was the game "fun"? What made it fun or no

**Weight:** 50%

**Objective:** *Was the game "fun"? What made it fun or not?*

#### ≡ Text Prompt

Your Response:

Yes , I love Atari Super Breakout because although the game has it's kinks (as does every game in the 70s) it was the first game I ever played and I think the concept of the game improved upon the first breakout game. The fun does come from the novelty, but it also comes from the desire to get farther and increase my high score and get better. The game is fun to me, but fun is sunjective.



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### Task #2 ( 0.00 / 1 pt.) - Reflection on the learning experience and ea

**Weight:** 50%

**Objective:** *Reflection on the learning experience and ease of research*

#### ≡ Text Prompt

Your Response:

Since the game is so old, it's a little hard to get information such as its influence on gaming as well as its player reception since there wasn't a sure-fire way of reviewing it and all you have to go off of are sales

numbers. Other than that there is surprising amount of information on its history, and there are a lot of brick-breaking paddle and ball games that exist today so its mark on the industry is observable to me.



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