

Submission Worksheet

Submission Data

Course: IT265-002-S2026

Assignment: Case Study 1 - Atari

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Status: Submitted | **Worksheet Progress:** 100%

Potential Grade: 604.00/604.00 (100.00%)

Received Grade: 0.00/604.00 (0.00%)

Started: 2/3/2026 11:46:29 AM

Updated: 2/9/2026 11:40:18 PM

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/grading/maf93>

View Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/view/maf93>

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: (150 pts.) Game Overview

Progress: 100%

⇒ Task #1 (50 pts.) - Game Details - Note the Game's title, developer, publisher, platform, genre, and release date

Progress: 100%

Your Response:

Game Title: Berzerk**Developer/Publisher:** Stern Electronics**Platform:** Arcade, Atari 2600, Vectrex, Atari 5200, Atari 7800**Genre:** Maze, Shooter**Release Date:** Nov. 1980

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⇒ Task #2 (50 pts.) - History and Industry - Note the historical context of the game's release and its place in the industry

Progress: 100%

Your Response:

Berzerk was developed by Stern Electronics in 1980 and later reworked for the Atari 2600. It came out during peak arcade gaming. It has enemy robots, maze-based action, and good pacing made it advanced for its time. This helped it stand out in a crowded arcade landscape.



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⇒ Task #3 (50 pts.) - Compare the game to similar games of the time

Progress: 100%

Your Response:

Compared with other arcade games of the early 80s, Berzerk had a sharper, more tense edge. While games like Pac-Man focused on patterns and characters, or shooters like Space Invaders offered predictable enemy waves, Berzerk mixed maze navigation with unpredictable robot behavior and the constant pressure of Evil Otto. Titles such as Robotron: 2084 and Wizard of Wor shared its chaotic energy, but Berzerk stood out for its tension and early use of synthesized speech, giving it a personality that made it different.



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

Level Design

Progress: 100%

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

Progress: 100%

Your Response:

Berzerk's core mechanics are simple: move, shoot, survive. Players navigate a series of connected mazes while enemy robots fire back with unpredictable patterns, forcing quick decisions and constant movement. Every room is slightly different and enemies behave erratically, players never settle into a routine. Instead, the game builds a feeling of constant risk and adrenaline, making each escape feel earned and every mistake feel costly.



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

Progress: 100%

Your Response:

Berzerk uses randomly arranged rooms filled with walls that create tight paths and tricky angles. Because each room is different, players can't rely on memorizing layouts. Players have to react quickly to whatever they see. Moving from one room to the next without a break keeps the action constant, there's no time to stand still. The level design keeps players alert, encourages fast decisions, and makes every escape feel tense.



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Section #3: (150 pts.) Graphic And Audio Design

Progress: 100%

⇒ Task #1 (75 pts.) - Game's visual appearance, artistic choices, and how they contribute to the experience

Progress: 100%

Your Response:

Berzerk uses very basic visuals: bright robots, plain walls, and bold outlines. The clear shapes make it easy for players to react quickly, and the mechanical look adds to the feeling of being trapped in a dangerous, neverending maze. The art may be minimal, but it supports the fast, tense gameplay. I think if it added more itll be fun to see but overstimulating for the eyes.



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⇒ Task #2 (75 pts.) - Sound design, including music and sound effects, and their impact on the game

Progress: 100%

Your Response:

Berzerk uses sharp, short sound effects that keep players alert. The quick blasts, robot movements, and explosions are all used to help you react fast during the game. Its most innovative feature is the early use of synthesized speech, which gives the robots an eerie, threatening presence. With no background music, every sound stands out more, creating a tense, almost empty atmosphere that fits the game's constant sense of danger.



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Section #4: (150 pts.) Narrative And Storytelling

Progress: 100%

⇒ Task #1 (75 pts.) - Narrative structure, main plot points, and setting

Progress: 100%

Your Response:

Berzerk doesn't follow a traditional story, but it sets up a clear situation. The player is trapped inside a huge robot-controlled maze and must move from room to room while avoiding or destroying robots. There's no real plot progression, the only objective is to survive. The appearance of Evil Otto, shows up if you stay too long, this shows that there is no rest. This minimal setup creates a strong sense of tension without needing a detailed storyline.



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⇒ Task #2 (75 pts.) - Character development and how it integrates with gameplay

Progress: 100%

Your Response:

Berzerk doesn't use character development how its usually used, but the few

characters has a sense to how the game only needs the player and similar enemies. The player character is a simple guy, so the focus stays on survival rather than personality. The robots, on the other hand, gain character through their behavior and their synthesized speech, which makes them feel more threatening even without detailed designs. Instead of a story driven game, the game uses character traits to reinforce tension, speed, and constant pressure, making them an essential part of the overall experience.



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Section #5: (150 pts.) Impact And Reception

Progress: 100%

⇒ Task #1 (75 pts.) - Critical and player reception, including reviews and feedback

Progress: 100%

Your Response:

When Berzerk was released, critics and players praised its fast action, talking robots, and constant tension. Players enjoyed the unpredictable rooms and, which set it apart from other arcade titles. Over the years, it has remained well remembered as a tough, memorable classic that pushed technical limits and left a lasting memory on early arcade gaming.



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⇒ Task #2 (75 pts.) - Game's impact on the gaming industry and its cultural significance

Progress: 100%

Your Response:

Berzerk had a big influence on early video games, even though it looks simple from today's standards. Its gameplay also inspired later shooters and maze style games that focused on constant movement and pressure. Culturally, Berzerk became known for its unique elements, especially Evil Otto, one of gaming's earliest "unstoppable enemies." He helped establish a design idea that many later games used: a force that pushes players forward and prevents them from staying safe.



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Section #6: (2 pts.) Reflection

Progress: 100%

⇒ Task #1 (1 pt.) - Was the game "fun"? What made it fun or not?

Progress: 100%

Your Response:

For most players, Berzerk was considered fun, intense, and addictive. But its idea of "fun" wasn't relaxing. It was the kind of fun that comes from pressure and risk.

You have to move and shoot quickly. This constant action kept players engaged. The Robots didn't follow simple patterns. Their random movement and firing made every room feel different. The game was easy to understand but hard to master, its way that kept people coming back for more.

What some players didn't find fun was sometimes the difficulty could feel tiring, and the randomness sometimes led to unavoidable (found myself dying a lot because of this).



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⇒ Task #2 (1 pt.) - Reflection on the learning experience and ease of research

Progress: 100%

Your Response:

Reflecting on the learning experience, researching Berzerk wasn't hard because the game is well documented as an early arcade. Most information, such as its gameplay, sound design, and historical impact, was easy to find through articles, retrospectives, and player discussions. The challenge wasn't finding the facts, it was understanding why the game mattered and how its design choices created the experience. Overall, it was interesting to learn about and will keep playing to beat my highest score even though it makes me frustrated.



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