

Submission Worksheet

Submission Data

Course: IT265-002-S2026

Assignment: Case Study 1 - Atari

Student: Dany M. (dam222)

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

Potential Grade: 604.00/604.00 (100.00%)

Received Grade: 0.00/604.00 (0.00%)

Started: 2/9/2026 8:37:13 PM

Updated: 2/9/2026 9:36:57 PM

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/grading/dam222>

View Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/view/dam222>

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:

The game I chose was Jungle Hunt. It was released in 1982 under the name Jungle King on an arcade machine, but had to be renamed and later rereleased in 1983 on the Atari 2600. The developer is Taito and the publisher was Atari Inc..



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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:

The Historical context was that it was released at the peak of the early video game industry, right before the Video game collapse of 1983. The game was based off of the Tarzan movie and originally included the iconic Tarzan yell, but it had to be removed due to copyright issues. The collapse of the video game industry in 1983 showed that even though Jungle Hunt was received well and showed promise, many consumers were losing trust in video games as time went on.



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

Progress: 100%

Your Response:

Jungle Hunt was a relatively refreshing game at the time because of its use of a multi-stage structure. The game involved rescuing a captive which puts it in a similar boat to Donkey Kong, but it really had no directly close peers that involved a level based layout. It was also different in the way it was structured. A lot of games at the time were focused on strategic play and getting a high score, while Jungle Hunt was more linear.



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

Progress: 100%

☞ Task #1 (1 pt.) - Core gameplay mechanics and how they

shape the player's experience

Progress: 100%

Your Response:

Jungle hunt is a side scroller action game that was divided into multiple stages. It emphasized reflexes and a fast-pace over strategy. Players would initially start by swinging from vines, then diving into crocodile infested waters where they had to avoid being attacked. Then there was a section for climbing while avoiding falling objects and jumping across platforms. I think it worked well to create the feeling of progression throughout and helped players feel like they were getting somewhere the more they played.



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

Progress: 100%

Your Response:

Since it was a multi-stage game, the level design emphasizes a jungle adventure. The player swings across trees dives into a river, and then climbs a mountain to save the captured person. The design forces players to complete these levels and creates an atmosphere of intensity through it. It is very engaging as many games at the time only had one level.



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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:

I think the game did its best with the limitations it had at the time. The fact that being a multi-stage level was groundbreaking speaks for itself. The artistic choices are done well and I did not have a moment where I was confused as to what something was or why my player moved a certain way. I think that the appearance contributes to the intensity since each level is very distinct and you feel like you are getting closer to beating it the further you go.



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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:

The audio design is very simplistic. The game makes sounds whenever the player does an action, is in danger, or completes a level. Each section has slightly different audio cues which contributes to the feeling of progression. There is no background music, so the player only relies on the audio cues for direction.



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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:

The narrative is a rescue mission. The player is an adventurer that is on his way to rescue a woman from jungle cannibals. The setting is in a jungle that you must navigate in order to find the captive woman and save them. You first swing through vines, then dive in water, then scale the mountains and finally save the captive. I think that the game does a good job of feeling like you're exploring a jungle. The stages feel adventurous and the ending gives me the same feeling as Donkey Kong.



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

Progress: 100%

Your Response:

The character development was primarily built through the fast-paced action. The player has no name and is simply an adventurer that is able to navigate the jungle efficiently. By jumping, swimming, climbing, and attacking, we get the sense that the main character is a seasoned explorer. The whole aspect of rescuing the captive pushes this hero narrative and her role along with the enemy cannibals emphasizes the hero's journey narrative.



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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:

At the time, the public received view of the game was generally positive, but it did have some controversies in its original arcade release. At that time, the adventurer wore very revealing clothing and the captive being tied to a tree led many to denounce it for being sexually suggestive. However, this is changed in the Atari release and it performed well in the eyes of both players and critics because of its variety of gameplay. The multi-stage levels were its biggest strength and the changing environments were considered very engaging.



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

Progress: 100%

Your Response:

Jungle Hunt was one of the first games that was adapted from arcade machines to home consoles. This served to show that even with the limitations of home consoles at the time, many games from arcades were able to be adapted. The multi-stage gameplay had a massive effect on the industry and served as an early proof that it could be done. In the end, the game was drowned out by all the other games at the time and only got its flowers after it was reevaluated. It was not able to stop the early video game collapse although it had a large influence on its genre and the game industry as a whole.



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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?

Your Response:

I personally did find the game fun! When I first picked the game I thought it was gonna be understimulating especially for today's standards but I did enjoy it thoroughly. Another thing I thought would be an issue was the difficulty of the game as I had been told that games were very unforgiving. While it was true that it took me a few tries to get accustomed to it, I think that the difficulty was directly responsible for the joy of getting to the next level. It was not too difficult to adapt to and I think most people would also find it fun.



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=> Task #2 (1 pt.) - Reflection on the learning experience and ease of research**Your Response:**

I think it was very fun to be able to apply what we learned in class to this game. The gameplay mechanics, narrative, and context of the game were not too difficult to research but it was very cool to see what was groundbreaking for the time. As someone that likes to mainly focus on one or two games for months at a time, being able to analyze something new was nice. I learned about the early videogame collapse and how the people at the time viewed the industry. I also found the fact that some found the game sexually suggestive funny as the characters are maybe 30 pixels in total. Overall, I enjoyed this learning experience.



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