

Submission Worksheet

Submission Data

Course: IT265-002-S2026

Assignment: IT265 Case Study - Color Theory

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

Potential Grade: 10.00/10.00 (100.00%)

Received Grade: 0.00/10.00 (0.00%)

Started: 2/22/2026 8:12:49 PM

Updated: 2/22/2026 10:01:50 PM

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/it265-case-study-color-theory/grading/dam222>

View Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/it265-case-study-color-theory/view/dam222>

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

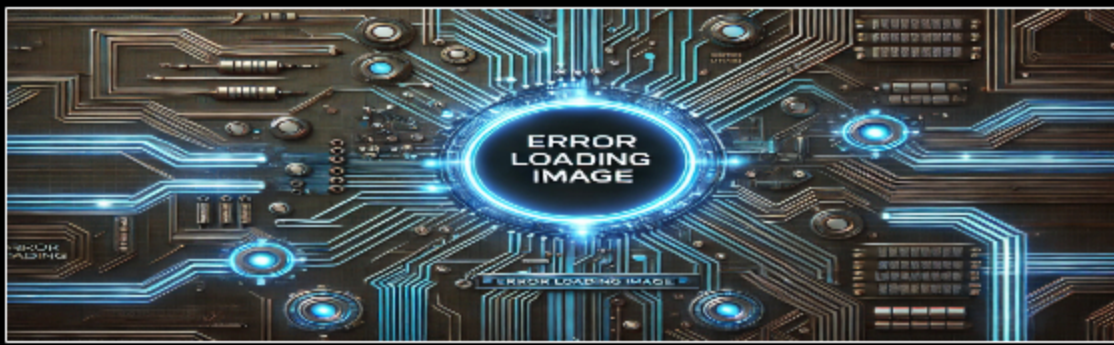
Progress: 100%

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

Progress: 100%

Details:

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



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Diving level, keep oxygen up and avoid crocodiles



Boulder Level, Jump and duck over incoming boulders as you run through a forest



Swinging Level, jump from vine to vine through trees



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⇒ Task #2 (0.67 pts.) - Analyze how these colors contribute to the game's atmosphere

Your Response:

The Colors in Jungle Hunt contributed to the game's atmosphere because it feels like an actual adventure through a forest. The green trees waving in the distance as you run, the crocodile-infested waters, and the vine swinging was definitely a great addition to the game and helped you feel more immersed.



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

Progress: 100%

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)

Your Response:

A modern equivalent of this game would be something like Super Mario Bros For the Wii U Deluxe. I think this game is an early version of a platformer level based game that defined the genre for games like Mario Bros. I think the Color usage evolved in the newer titles as the sense of atmosphere in platformers like Mario are one of the main game features as they take you from desert worlds to airships on clouds although I don't think Jungle Hunt did a bad job with the tools they had. With the Higher definition that games have nowadays, its clear that the technology we have today has made it possible for games to create more complex atmospheres.



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

Progress: 100%

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

Progress: 100%

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)

complementary)

Your Response:

I think a Jungle Hunt 2 would see a return for the unnamed adventurer to help rescue other people that are being kidnapped across different terrains. For example, One where they are in a desert themed environment and the levels revolve around being conservative with your energy and avoid scorpions and sand pits. Analogous colors would be good for the landscape, like yellows and oranges for the sand and weather, while some complementary colors like blues could be a good contrast to identify enemies like the scorpions or ui like the hydration level. I think in this sequel the pace of the game would be slower, except for one level where there is an incoming sandstorm and you have to rush for cover.



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

Progress: 100%

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

Your Response:

Color can enhance narrative because in my proposed redesign the colors used will help push the feeling of a slow, sunny environment with a new set of obstacles. Jungle Hunt was all about navigating through a very dynamic environment and the color scheme changing helped push that. In the same way, I want my redesign to feel like you are walking in sand and managing your resources as you find a way forward.



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

Progress: 100%

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

Progress: 100%

Details:

- Sketch gameplay elements or mechanics enhanced by your new color scheme

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.



Desert level with Scorpion



Sandstorm Level where you have to seek Shelter



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

Progress: 100%

Details:

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

Your Response:

In my sketches, the adventurer has to navigate through the desert and avoid obstacles like scorpions and weather conditions. They must also watch their water meter and have a score to indicate time. The color on the scorpion level is very bright and a little harsh to look at while the enemy is contrasted in blue with red eyes. This makes it so the player knows what the enemy is even without the use of text. In the next level, the brightness of the game changes dramatically, which helps signify the objective change. the player must find a shelter as the weather conditions worsen.



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

Progress: 100%

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

Progress: 100%

Details:

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

Your Response:

Sound design complements the visual color scheme tremendously in my redesign. In the original game, the audio is very limited as they only have audio cues between changing scenes and danger. In my redesign, I would incorporate wind sound effects that progressively get more aggressive as the sandstorm approaches. The sound of a scorpion readying its tail to attack would also cue the player of the danger.



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

Progress: 100%

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.





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

Progress: 100%

Details:

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

Your Response:

I wanted to keep the UI relatively simple. In modern platformers like Mario Bros, The UI is still relatively unchanged, They usually feature the amount of lives left, score, and coins/collectibles. Since I want to add a hydration resource in this redesign, I opted to add the water meter on the top right. This feature is in light blue to signify water and is similar to the one for oxygen used in the original game. It keeps the same aesthetic but it lets the player know that the resource is different than the other game. As it depletes the bars in the cell are changed from blocks to lines and would start to flash indicating that something must be done soon. I also kept the score icon to keep the same feel of Jungle Hunt. I did remove the lives because I would prefer to show that in the death screen instead of crowding the main game.



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Section #5: (2 pts.) Reflection

Progress: 100%

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

Progress: 100%

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

Your Response:

Color Theory principles do way more than people expect to generate an emotion and mood in games. The same way that we praise good music in games, color composition can change the way everything in a game feels. Color theory in classic games was a very hard thing to accomplish because of the restrictions at the time. When talking about Atari, early consoles were less powerful than their arcade machine

equivalents at the time, which made it hard for developers to port their already existing games to console. The lack of widespread knowledge about color theory combined with the hardware limitations made adding a lot of color to a game difficult.



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

Progress: 100%

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

Your Response:

Color can change a player's reaction to a game tremendously. Color theory should be studied by anyone developing a game because you never know how long people will be staring at a game's features. While playing Jungle Hunt, I was pretty surprised at how well they used color theory to make the game feel exciting and like an actual adventure. If I was going to make a redesign of the game, I would change the theme completely and try to make a game where the player would explore a new landscape. Depending on the landscape I would change the colors to feel more harmonious or complementary in order to make certain game features stand out. I think having more harmonious colors for a desert themed level is the way to go. Complementary colors would create too much contrast and make the desert lose its feeling of a slow and more resource management heavy environment over one that is super dynamic like Jungle Hunt was.



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