

Submission Worksheet

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<https://learn.ethereallab.app/assignment/IT265-002-S2024/it265-game-case-study-color-theory/grade/jpb72>

IT265-002-S2024 - [IT265] Game Case Study - Color Theory

Submissions:

Submission Selection

1 Submission [active] 2/18/2024 8:31:22 PM

Instructions

^ COLLAPSE ^

Step 1:

Use your original choice from the last case study to do this assignment. The link is included for your reference.

<https://docs.google.com/spreadsheets/d/1acEHH2ymFQleGGimqXyL1K00Y4fG9lUt2Cbi6GAUsIY/view>
Again, these should be unique choices still. Changes are only possible if you speak to me first, but it's best to use your original choice.

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 the mentioned branch name (below) on GitHub. Create a pull request and merge it to main. Upload the PDF to Canvas.

3.
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/>

Branch name: M3-Case-Study-Color-Theory

Tasks: 12 Points: 10.00



Exploratory Analysis of Original Game (2 pts.)

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Task #1 - Points: 1

Text: Color Schemes Identification

Details:

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

Task Screenshots:

Gallery Style: Large View

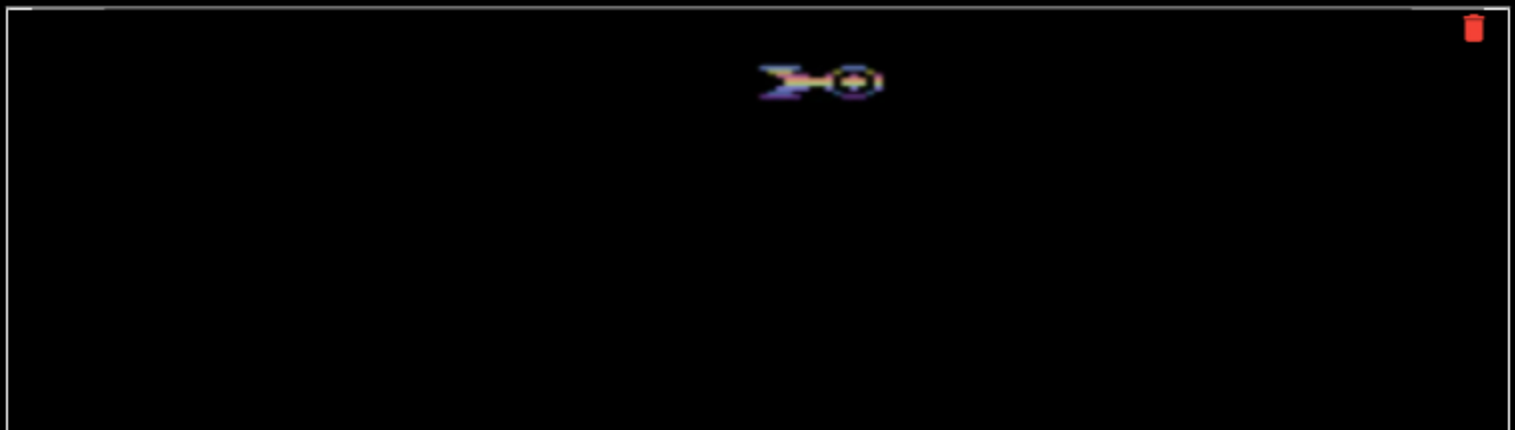
Small

Medium

Large



Atlantis screen





Atlantis screen with score

Task #2 - Points: 1

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

Response:

The Atlantis screen has a still image as its setting for the game. It depicts a cross section view of the underwater City of Atlantis nestled in green underwater valleys. The landscape, as such, is filled with cool colors (greens and blues), fitting for a landscape made of grassy mountains and water. The exact shades of green that are used kind of fill me with a sense of wonder and awe - because they're not exactly naturally occurring - contributing to the supernatural vibe of a game about aliens attacking the legendary underwater city of Atlantis.

And since the landscape takes up much of the screen, it serves as a nicely contrasting backdrop to the actual points of interest: the various buildings and structures that make up Atlantis, which are much more bright and wildly colored. The solid colors of the mountains and water allow the vibrant multi-colored buildings of Atlantis to stick out to the player and alert them to their position. Which makes it all the more easy to notice when a building is destroyed because of the lack of color. The same can also be said of the gorgon ships against the pitch black view of space up above the city. The lack of color in the sky makes it

Task #3 - Points: 1

Text: Compare with a modern equivalent

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input checked="" type="checkbox"/> #1	1	Mention the comparison game (can be more than one game)
<input checked="" type="checkbox"/> #2	1	Compare the use of color to the modern game and highlight how color usage evolved

Response:

The coloring of the landscape (the green mountains and the dark blue ocean) in Atlantis reminds me of the underwater

exploration game Abzu. Purely because of its use of cool green and it's setting underwater. Abzu is a considerably more peaceful game (until a certain point), and does *not* advertise itself as a game where you try to hold back the imminent destruction of an entire race.... But the water is very pretty!! The shade of the green used for the grass in both games is very similar and brings me the same chill feeling (despite the different vibes of the actual games themselves).

Abzû's color pallet however, is much more varied and also incorporates extremely gorgeous dynamic lighting to its various (*various*) scenes, which highlights how far digital graphics have come. Abzû uses this extremely wide range of colors and values to illustrate the serene beauty of various underwater biomes and ecosystems, as well as more menacing atmospheres when need be.

Creative Conceptualization for Redesign (2 pts.)

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Task #1 - Points: 1

Text: Modern Mood/Theme Proposal via Color

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Propose a revised mood or theme for the game, justified with a new color scheme
<input type="checkbox"/> #2	1	Explain your choice of colors using color harmony rules (e.g., analogous, complementary)

Response:

Atlantis has always been praised for its detail, most of it being that seen in the variety of colors that make us the otherworldly Gorgon ships and the city of Atlantis itself. To preserve that futuristic sense of otherworldly-ness, I think the game should keep its vibrant colors, just with an extra spin. Since the game is about protecting Atlantis from being destroyed, I envision a modern version of the game having a much bleaker background - gray storm clouds draping the background, providing a contrast to the bright, exotic alien pulsing lights and colors of the Gorgon ships flying in the sky.

Meanwhile, the city of Atlantis, which originally donned a similar shade of vibrancy, will follow a slightly different, and less exotic variant of vibrant futuristic colors. And when destroyed by a Gorgon ship, will be replaced by a darkened gray, decimated pile of ruins that visually displays the absence of life after being subject to the Gorgon's death ray.

Task #2 - Points: 1

Text: Narrative Enhancement Through Color

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/>		
<input type="checkbox"/>		

#1	1	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)
#2	1	Provide examples/descriptions that illustrate your narrative color choices

Response:

The use of colors can evoke a great sense of emotion in players and help shape their understanding of what's going on. By making the background, and thus the greater setting of the game dark, gray, and overall desaturated, it can achieve two things. Primarily, it will evoke a sense of despair and sadness, as well as solidifying the sense of hopelessness that the game advertises as a result of the gorgon's unstoppable attack. And secondly, it can serve as a means of providing stark contrast to 1) the bustling city of Atlantis as it lives and 2) the unnatural and unusual color scheme of the foreign invaders' ships.

Additionally, making the background dreary will lead into the sense of assimilation that occurs whenever a portion of the city is destroyed, as that area will lose all its vibrancy and become one with the dreary, lifeless background and landscape. By the end of the game when the player loses, all that will be left will be depressing ruins.

Design Sketching and Color Application (2 pts.)

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Task #1 - Points: 1
Text: Gameplay Mechanics and Color Integration

Details:

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.

Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Sketch gameplay elements or mechanics enhanced by your new color scheme (excludes interface as it's a different question/task)
#2	1	Provide concept art that showcases the updated visual style

Task Screenshots:

Gallery Style: Large View

Small Medium Large



Response:

If a game has a certain artstyle, it's possible (and often integral) for the sound design of the game to be such that it naturally matches the game's visual style. For a game like Atlantis which was originally made for the Atari, many people who know anything games at the time and for that console understand that its 8-bit style is somewhat of a staple defining feature. And there are many games in the modern day that still adopt a pixel-art style. As such, even a modern re-envisioning of Atlantis could retain it's bit-like style, which of course means that its sound design can continue to be chiptune.

Everything from the sound of firing the base lasers, to the gorgon's death rays, to the explosions would be based in chiptune noises, but could have additional, more modern sound effects blended into it. Like instead of the explosions being an overload of an old TV's speakers, a clearer explosion sound effect with substance can quietly underlay the chiptune "boom!" The base's lasers can have a little "pew!" to them. The combination of chip-tune with underlying modern sound effects can help contribute to the sense of futuristic alien technologies, while still preserving the original Atari version's staple style



Task #2 - Points: 1
Text: UI/UX Color Scheme

Details:

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.

Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Sketch UI/UX elements highlighting the integration of your new color scheme

Task Screenshots:

Gallery Style: Large View

Small Medium Large





BOOM! UI

Checklist Items (0)



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Task #3 - Points: 1

Text: UI/UX Color Functionality

Details:

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

Response:

The color of the player score and bonus life counter is consistent with the theme of the game, and not so overbearingly stark in contrast that it fits within the game's style and doesn't distract from the gameplay. (Also I took the liberty of actually *adding* an Extra Life counter, just to fill in the space, I think it looks nice! :D



Reflective Insights and Documentation (2 pts.)

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Task #1 - Points: 1

Text: Reflection on Color Theory in Game Design

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input checked="" type="checkbox"/> #1	1	Reflect on how the application of color theory principles can transform the player experience
<input checked="" type="checkbox"/> #2	1	Discuss challenges faced in applying color theory to a classic game

Response:

Using the right colors can be integral to setting the appropriate mood for any experience - game, movie, dining experience, what have you! Colors tend to carry intrinsic properties that can generally alter an observer's attitude or feelings, which can be used to a designer's advantage to really illustrate (hah, get it?) the point they want to get across. In video games, it can do a multitude of things, anything from: setting the right mood for a sob-story or an epic battle, helping guide the character through a platforming level, or highlighting where certain interactable items are. Good

helping guide the character through a platforming level, or highlighting where certain interactable items are. Good color usage can elevate a player experience and make it much more enjoyable, while poor color usage can contribute to player's confusion on what's expected of them or even what options are available to them.

With certain older, classic games however, there lies a challenge in trying to apply proper color theory. Since older games were built at a time where graphics could only support an extremely limited amount of colors within an easily countable number of pixels, there isn't room for too much variety in terms of shades and detailed lighting.



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Task #2 - Points: 1

Text: Personal Learning Experience

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input checked="" type="checkbox"/> #1	1	Share insights gained from this assignment, particularly in relation to color's impact on game aesthetics and mood
<input checked="" type="checkbox"/> #2	1	Evaluate the effectiveness of your redesign choices based on color theory

Response:

I reaffirmed my opinion that intensive color theory is just not mandatory for making an impact on the average player. Because truthfully Atlantis is a colorful game (that's one of the main reasons I picked it) which at first glance doesn't actually illustrate a huge "Hopeless disaster" vibe. Only after reading about the game and learning that its 'Narrative' was about the imminent destruction of Atlantis could I imagine why the game used the colors it did to perhaps push this narrative. That being said, I still very much enjoyed the color scheme of the game; which is why I didn't feel the need to change too much about it. It's unique and it gets its point across in an efficient and - most importantly - fun manner :)

End of Assignment