Submission Worksheet

Submission Data

Course: IT265-002-S2026

Assignment: IT265 Case Study - Color Theory

Student: Kelsey C. (kc776)

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 6:00:49 PM

Updated: 2/23/2026 10:01:51 PM

Grading Link: https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/it265-case-study-color-theory/grading/kc776

View Link: https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/it265-case-study-color-theory/view/kc776

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.

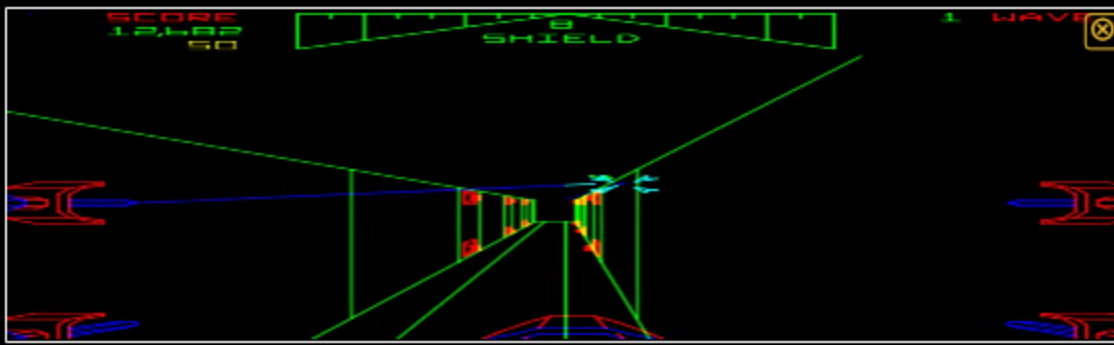## Section #1: (2 pts.) Exploratory Analysis Of Original Game

Progress: 100%

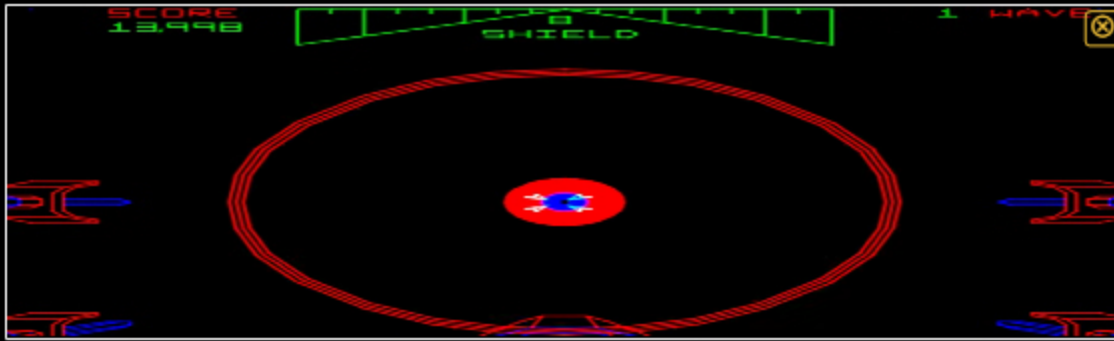### 🖼 Task #1 (0.67 pts.) - Color Schemes Identification
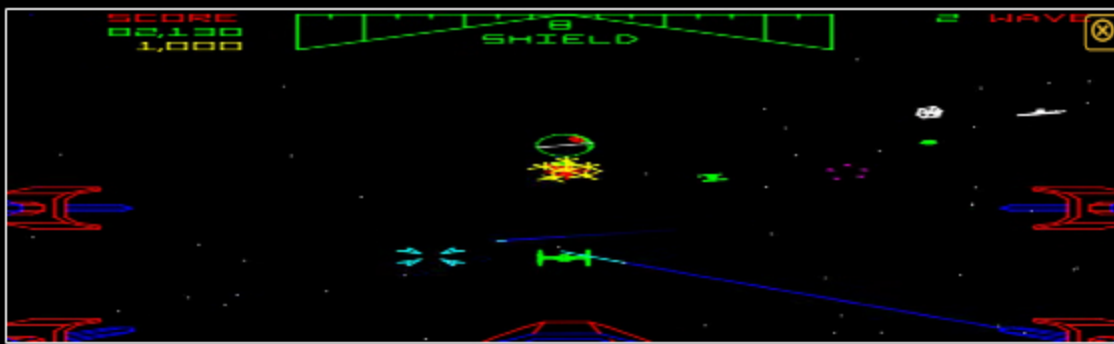
Progress: 100%

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

Star Wars: The Arcade Game

Star Wars: The Arcade Game

Star Wars: The Arcade Game

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

Progress: 100%

Your Response:

LThis game uses vector graphics with neon color lines on a dark background. The deep black space does one of two things, one it simulates outer space emptiness, two, it makes neon vector colors feel like glowing holograms. This increases isolation, focusness and a sense of danger. Lastly, the neon colors add a futuristic feeling.

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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:

In contrast, modern games like Star Wars: Squadron or Star Wars: Battlefront II uses realistic lighting, atmohpheric effects and film inspired color grading. Colors now reflect off metallic surfaces, glow through space dust and the shifts dynamically with environmental lighting. Instead of stark contrast, modern games emphasize immersion and authenticity. The arcade game prioritized clarity and adrenaline through neon abstraction, while modern games prioritize realism and emotional immersion.

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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)

Your Response:

Instead of a bright neon arcade simulation, the redesigned version would adopt a darker, more atmospheric tone. My proposed color scheme would be a deep indigo and navy blue for the background, muted teal cockpit glow, warm amber or organge laser beams, subtle crimson enemy highlights and a pale violet for nebula accents.

Space Environment - Blue/Teal/Indigo (overall color scheme): The base of the environment would use an analogous color scheme built from cool hues. These colors sit together on the color wheel and it creates a cohesive, immersive space

atmosphere. Cool tones naturally invoke depth, coldness and isolation, which reinforces the feeling of drifting into the void. Space would feel atmospheric rather than empty.

Laser Beams - Orange/Amber To maintain gameplay clarity, warm orange laser beams and explosions would serve as complements to the cool blue/teal environemnt. Blue and orange are complementary on the color wheel. This would created a strong visual contrast without relying on hard neon lines. I believe that this pairing keeps enemies readable, draws attention to action and feels cinematic.

Enemy Accent Color - Crimson Red would be reserved strictly for high threat enemies or critical damage alerts. Instead of dominating the screen, red becomes a scarce accent color. I believe that scarcity increases psychological impact, so when red appears, it signals immediate danger.

≡ 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 significantly enhance storytelling in a redesigned version of the arcade game by subtly guiding the players emotional experience through shifts in hue and intensity. Instead of remaining purely functional, color could reflect narrative progression across missions. Early levels might use deep blues and muted teals to create a calm but tense atmosphere, suggesting controlled engagement in open space. As the conflicts escalates, purples and darker indigo could enter the environment, implying instability and growing danger. By the final stages, warmer tones such as crimson streaks and burnt yellow highlights could dominate the scene, symbolizing urgency and large scale destruction. Faction identity could also be reinforced through color. Rebel forces might retain cooler blue/teal tones that communicate precision, unity and hope, while enemy forces could be marked by aggressive reds and harsh oranges that signal domination and threat. Maintaining this consistent contrast allows players to instinctively recognize allies and enemies without relying on dialogue. The cockpit interface itself could participate in the narrative by shifting color based on player status. For instead a steady teal glow could represent stability and good health standing, as it gradually shifts to an amber or pulsing red as shield weaken. This visual transformation tells a story of vulnerability and survival in real time. Climactic moments could heighten saturation and brihgtness to emphasize emotional peaks. A massive explossion might flood the screen with a white hot orange light before fading bakc into the cold blue colors of space, visually dramatizing victory or sacrifice. Hyperspace jumps could wash the environment in

radiant blue streaks to communicate escape or triumph. In this way, color evolves form a simple readability tool into a powerful storytelling device that shapes the player's perception of conflict and progression.

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 (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.

I tried

✍ 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:

The redesigned color palette enhances player interaction by balancing immersion with clarity through deliberate color harmony and contrast. The deep blue indigo environment creates a sense of vastness and isolation while visually receding, allowing brighter elements to stand out. The teal beams represents the player and the red/orange is reserved for critical threats and damage warnings, making the scene feel intense emotionally and signaling danger instantly. Together, these color choices stabilize the visual field, guide focus, heighten reaction speed, and stengthen engagement.

I'm not an artist so the cockpit doesn't look as realistic as I wanted it to be.

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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 cool blue/teal palette by reinforcing its atmospheric tension with low ambient engine hums and distant, echoing space rumbles that match the sense of vast isolation. Teal/blue/greenish HUD elements could be paired with soft electronic beeps or steady tonal pulses, signaling stability and control. When orange laser fire and explosions appear, sharper, higher frequency blast sounds with bright, crackling textures would mirror the sudden warmth and visual intensity. Red warning indicators would trigger urgent, rhythmis alarm tones that increase in tempo as danger escalates, aligning audio stress with color shifts. Together the audio cues synchronize with color transitions to strengthen emotional impact and sharpen awareness.

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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.

| Deep Blue | Indigo | Teal | Orange | Crimson | Violet |

Color scheme

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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:

,Color enhances usability by clearly separating environmental tones from interactive elements. The cool blue and indigo background recedes visually, allowing teal HUD elements and warm orange effects to stand out instantly. Complementary contrast between blue and orange improves threat detection and reaction speed, while reserved crimson alerts provide immediate, unmistakable danger feedback. Gradual color shifts, such as teal to amber to red for shields deliver intuitive feedback without relying solely on text. Aesthetically, the analogous cool palette maintains immersion and cohesion, while selective warm accents prevent visual monotony and create cinematic focus. For accessibility, high contrast ratios ensure readability, and critical information is reinforced with brightness changes, motion and sound, not just color, so colorblind players are not disadvantaged. Together, the system balances clarity, emotional impact, and inclusive design.

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Section #5: (2 pts.) Reflection

≡✎ 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:

Applying color theory can transform the player experience by turning color into a clear communication tool rather than simple decoration. Analogous palettes create immersion and cohesion, while complementary contrast directs attention to threats and objectives. Strategic use of accent colors like red heightens emotional tension and improves reaction speed. When color shifts reflect prgression or danger, it strengthens both narrative mood and gameply feedback. However, redesigning a classic game prevents challenges. The original relied on bold, high-contrast neon for clarity and speed, so adding richer modern palettes could reduce readability. There is also the risk of losing the game's nostalgic identity. The key challenge is balancing cinematic enhancement with the fast, functional clarity that defined the original experience.

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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:

This assignment showed how strongly color shapes mood, clarity, and player emotion in game design. I learned that thoughtful use of harmony and contrast can transform a simple visual system into a powerful storytelling and gameplay tool. My redesign somewhat uses cool tones for immersion and complementary warm accents for action and urgency. Based on color theory, the choices balance atmosphere with readability while preserving strong player feedback.

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