

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 8:26:45 PM

Updated: 2/3/2026 10:41:30 PM

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/grading/kc776>

View Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/view/kc776>

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:

I chose Star Wars, an arcade game produced by Atari. It was released on May 5th 1983, would've been great if it was released on the 4th (May the fourth be with you). This game can be played on multiple platforms such as Arcade, Amiga, Atari 2600, 5200, and 8-bit home computers, ColecoVision, Commodore 64 and Macintosh. This game falls under the simulation genre.



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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:

Star Wars was released during the golden age of arcade gaming; when companies were experimenting with new technology and immersive experiences. The game recreated the Battle of Yavin from Star Wars: Episode IV A New Hope, placing players in a first-person cockpit view. One of the game's most important innovations was its use of digitized voice samples from the original film, including characters such as Luke Skywalker, Obi-Wan Kenobi, Darth Vader, and more. This was one of the first arcade games to feature recorded movie dialogue, helping to make games feel cinematic and immersive.



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

Progress: 100%

Your Response:

During the early 1980s, most arcade games focused on simple 2D gameplay with limited graphics and sound. Space Invaders, Asteroids, Galaga fall under that category, they typically have top-down or side-view shooting mechanics with minimal story telling and no voice audio. In contrast, Star Wars used a first-person perspective and 3D-style movement, making it more advanced than the typical pixel-based graphics used in other arcade shooters. The inclusion of digitized audio clips was a major technological leap compared to the sounds of beeps and explosions. It seems as though other space shooters focused on high scores and repetitive gameplay, while Star Wars: The Arcade Game emphasized cinematic presentation and narrative moments, which helped bridge the gap between video games and film-style experiences.



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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:

This game centers on the first-person combat, placing people inside the X-wing fighter. Players use a flight yoke to steer through space while aiming and firing at incoming turrets, trench defensives and TIE fighters. As you're playing, the movement of the enemy missiles/laser beams and TIE fighters appear to fly towards you from all directions rather than across a flat screen. It definitely builds tension that way and it intensifies as you progress through the game. Along with the voice clips, the player feels as though they're alongside the Star Wars crew.



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

Progress: 100%

Your Response:

This game is structured around a sequence of combat scenarios that closely follow the events of the Battle of Yavin. This game does not allow for open exploration, instead it guides players through specific phases such as the Death Star trench run, surface turret battles and space dogfights. Each level increases difficulty by introducing faster enemies, complex movement patterns and tighter maneuvering spaces. This creates a stronger sense of urgency and precision. By designing the game this way, it makes players feel as though they are advancing through a dramatic mission rather than repeating disconnected stages.



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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

Your Response:

Star Wars: The Arcarde Game uses vector graphics rather than the traditional pixel-based sprites. This gave a cleaner visual and the appearance of the neon lights against the black background almost seemed brighter. The minimilistic design made enemy ships, obstacles and targets easier to distinguish. The sense of depth created by objects growing larger as they approached the player increased realism making it feel dynamic rather than flat. Although the graphics were simple, the vector style complemented the cinematic feel of piloting a spacecraft through a warfare.



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

Your Response:

The use of digitized voice clips from the original film along with the iconic sound effects was a cinematic masterpiece. I wouldn't consider myself a hardcore fan but hearing the blaster fire, engine noises, and the cast made me feel as if I were directly involved in the world of Star Wars, so I can't imagine how the hardcore fans felt when this game came out.



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

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

Your Response:

I think the theme during this era was simple, mission-focused rather than a deep story.

To sum it up, Star Wars: The Arcade Game features a linear narrative structure based on the Battle of Yavin from the movie Star Wars: Episode IV A New Hope. The main plot follows the player as a rebel pilot tasked with destroying enemy fighters, attacking the Death Star's defenses and completing the trench run to launch torpedoes into the reactor core (had to search this up because I couldn't get to this part). This game recreates key moments from the film, such as open space combat, destroying defenses of the Death Star and flying through the trenches. Instead of creating

characters, the developers use gameplay progression to tell a simple heroic mission narrative.



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

Progress: 100%

Your Response:

This game does not include traditional character development as the player controls a nameless rebel pilot, I'd like to think that I am aiding Luke rather than being him. There are recognizable voices and references to the cast, but they only serve as atmospheric elements. This game solely focuses on skill and arcade-style progression.



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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:

Although the graphics are so simple, they're immediately recognizable and the voice clips make a great addition to the feel of it all. I remember when I first played this game in the arcade, sitting in the cockpit style modal arcade machine was otherworldly. That setup made the game even more immersive. This game aged so well, I love it.



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

Progress: 100%

Your Response:

This game demonstrated how advanced technology could be used to create immersive, cinematic experiences. Its use of vector graphics and digitized movie dialogue pushed arcade hardware beyond simple 2D gameplay and influenced later developments in 3D-style visuals and audio integration. This also influenced

developers to create more games based on popular films and novels. The game strengthened the connection between video game and mainstream entertainment by allowing players to actively participate in iconic movie moments.



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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:

The game was very fun! I loved playing games like these growing up. It blows my mind how timeless these games are; they build up morale and leave you wanting to play more. These types of games are what I consider passive playing, after a few runs you enter a flow state and before you know it you're top of the leaderboard.

P.s. I played 8 times before I realized I should do some actual research on this game.



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

Progress: 100%

Your Response:

Researching the game Star Wars was a valuable learning experience, as it highlighted how early video games used limited technology in creative ways to produce immersive gameplay. Finding information regarding this arcade game was extremely easy due to its popularity and its connection to a major film franchise. The process helped deepen my understanding and love for classic arcade games.



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