

Submission Worksheet

Submission Data

Course: IT265-002-S2026

Assignment: Case Study 1 - Atari

Student: Kevin F. (kmf)

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 10:46:13 AM

Updated: 2/9/2026 10:19:33 PM

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

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

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%

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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:

The core gameplay mechanics are the same as normal blackjack where the player goes against the dealer to try and get 21 without going over. The player can decide to hit which draws another card, stand which keeps their current hand. Since this game is turn based the player experience is slow paced and lets the player to think strategically. This gives a more relaxing experience.



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

Progress: 100%

Your Response:

Blackjack does not really have levels, but it does repeat rounds. So each hand of blackjack can be considered a level. Since there are no changes to the environment of the game, the experience stays the same.



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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:

Atari Blackjack has a very minimalist style. The game has a green background, simple cards, numbers, and basic colors. The artistic choice that they took was making a simple looking game that prioritized gameplay over style. The clean, basic design makes it easy for players to focus on the game without getting distracted. This all contributes to a calming experience, where the player can make decisions by thinking logically.




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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:

This game does not have any background music. It has a lot of sound effects instead. There are sound effects for winning, losing, placing bets, and deck shuffling. The impact these sound effects have is to let the player know that they are performing a certain task rather than focusing on the atmosphere of a casino.

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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 Atari Blackjack does not really have a narrative structure; instead, it's just an ongoing loop of blackjack that goes like player bets, cards are dealt, player chooses to hit/stand/double, dealer plays the hand, player wins or loses, and then the next round, where it repeats. The main plot points are going bankrupt, building up your bank account, risking with higher bets to earn more, going on a winning streak, and deciding to quit or keep playing. The setting of this game is a casino blackjack table, where it is very basic by only showing the green table and blocky numbers and cards.

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

Progress: 100%

Your Response:

The Atari Blackjack does not really have character development since there are no physical characters, but technically, the player becomes the main character. The player will get character develop throughout the game by learning to take risks and by using decision-making skills. It integrates with the gameplay because the game of blackjack is based on strategy and chance, so it ties to the character development of the player.

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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:

The Atari Blackjack had mixed reviews from what I saw from research. The game is very simple, they could of actually put the cards instead of just blocky numbers and letters for the cards. They could have also added some more options to enhance the game's more. The reviews for this game were very good overall.



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

Progress: 100%

Your Response:

The impact that the Atari Blackjack game had was that it introduced card games to the video game genre. The cultural significance that this game had was recreating an adult casino game for the digital space. This helps show that video games can be for all age groups.



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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 fun to play because even though it was very simplistic, it grabbed the player's attention, because it makes the player think strategically, and makes them want to take risks to grow their bankroll to reach higher levels.



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

Progress: 100%

Your Response:

The Atari Blackjack game is a good example to learn about the early history of video games. It showed how basic games used to be compared to now. The research was pretty easy to do; the only thing that was hard to figure out was the character development and the feedback about the game.



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