

Submission Worksheet

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IT265-002-S2024 - [IT265] Game Case Study 1

Submissions:

Submission Selection

1 Submission [active] 2/17/2024 10:48:16 PM

Instructions

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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.

<https://docs.google.com/spreadsheets/d/1acEHH2ymFQleGGimgXyL1K00Y4fG9IUt2Cbi6GAUsIY/view>

If a selection turns red, that means it's already chosen and you'll have to pick something else (it's first come first serve). Do not edit anyone else's content/selection and be mindful if multiple people are working on this sheet at the same time.

Step 2:

Use one of these sites to playtest, explore, and analyze your choice (note you'll have to do other research as well on your own):

<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/>

If for some reason none of these work, any alternatives work as long it's as close to the original game as possible.

Step 3:

Analyze, research, and review your chosen game. Collect resources (website links, etc that you used during the exploration) include these with the responses in the related sections. Fill in the responses of the below prompts/checklist/etc.

Step 4:

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.

Branch name: M2-Case-Study-1

Tasks: 16 Points: 10.00

Task #1 - Points: 1

Text: Historical Context and Game Description

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Game's title, developer, publisher, platform, and release date.
<input type="checkbox"/> #2	1	Historical context of the game's release and its place in the industry.
<input type="checkbox"/> #3	1	Game's genre and how it compares to similar games of the time.

Response:

Game's Title: Pinball

Developer: Atari Inc., Atari

Publisher: Sears, Atari

platform: Atari

release date: 1978

This game came out along with the other "first generation" games, one of the first, the concepts were not too groundbreaking, simple concepts realized into a game. For this specific game, it was an arcade game, being brought to the digital world instead of only physical.

This game's genre is an Arcade game, the "put in a coin and you get 3 balls" you'd find in a boardwalk or something.

Task #2 - Points: 1

Text: Gameplay Mechanics

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Discuss the core gameplay mechanics and how they shape the player's experience.
<input type="checkbox"/> #2	1	Explain how players control the game and interact with it.
<input type="checkbox"/> #3	1	Identify and describe any unique aspects or creative elements in the game's gameplay.

Response:

There are a total of like, 5 things to this game. You pull down the lever with the down button, you can adjust it if you want with the up button. Then you press the action button which shoots the ball out. you then have your two controls, left and right which accordingly push the left and right pads. This functions like an arcade pinball machine, not much uniqueness other than how points are distributed.

Software Architecture and Technology (1.25 pts.)

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Task #1 - Points: 1

Text: Technical Framework

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Describe the game engine and any special software (middleware) used to make the game. Explain why these were important for making the game work.
<input type="checkbox"/> #2	1	List the programming languages and software tools used to build the game. Discuss how these tools helped in creating the game's features.

Response:

This game used Atari BASIC as an interpreter and BASIC as the programming language. A very, no pun intended, basic low level language that doesn't take up too much processing power. However, at the time this was revolutionary

Task #2 - Points: 1

Text: Innovations and Challenges

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Identify and describe any new or unique technical features in the game. Explain how these features made the game different or improved it.
<input type="checkbox"/> #2	1	Discuss any major difficulties the developers encountered while making the game. Describe how they solved these problems.

Response:

Not much information is provided, there also is not anything new and unique when compared to it's physical counterpart.

Gameplay Mechanics and Level Design (1.25 pts.)

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Task #1 - Points: 1

Text: Mechanics Analysis

Checklist

*The checkboxes are for your own tracking

#	Points	Details
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#	Points	Details
 #1	1	Explore and describe the main rules and actions that players use in the game. Explain how these core mechanics define the game's playstyle.
 #2	1	Discuss how the game's core mechanics keep players interested and involved. Describe the ways these mechanics make the game fun or challenging.

Response:

This'll feel redundant

the main rule of the game: don't let the ball fall in the middle/score the most points

the actions: bumpers to not let the ball fall

The biggest thing that would keep players coming back is community, wanting to be the best amongst your friends whenever they come over





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Task #2 - Points: 1

Text: Level Design

Checklist

*The checkboxes are for your own tracking

#	Points	Details
 #1	1	Describe the design of the game's levels or environments. Focus on the layout, obstacles, and visual elements, and how they contribute to the game's setting.
 #2	1	Explain how the level or environment design affects the way players play the game. Discuss how these design choices impact the overall experience, such as creating challenges, guiding the player, or setting the mood.

Response:

The level design is simple and not as complicated as regular arcade paintball. It consists of 6 main areas, 3 boxes in a triangle formation, a platform bottom middle, and 2 areas on the top left and right that have pointers. The very square layout makes it so that the player doesn't have too much agency as the ball can go like a minute without needing the player to do anything



Graphic and Audio Design (1.25 pts.)

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Task #1 - Points: 1

Text: Visual Design

Checklist

*The checkboxes are for your own tracking

#	Points	Details
 #1	1	Describe the game's visual appearance and the artistic choices made. Discuss elements like color, art style, and thematic consistency, and how they contribute

#1	1	elements like color, art style, and thematic consistency, and how they contribute to the game's overall look and feel.
#2	1	Discuss the design of the game's characters and environments. Focus on aspects such as realism, creativity, and how they fit within the game's world. Explain how these designs enhance the player's immersion in the game.

Response:

The color choice was a purple motif, with, a black background with orange lettering, controllable objects were white. It gives off the simple look, the "this might be made into a fnaf lore arcade game" vibe(from a retrospective point of view.)



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Task #2 - Points: 1

Text: Audio Design

Checklist			*The checkboxes are for your own tracking
#	Points	Details	
#1	1	Examine the game's sound design, focusing on the music and sound effects. Describe how they are used and their quality. Discuss any memorable or unique audio elements in the game.	
#2	1	Explain how the game's audio contributes to its overall mood and setting. Discuss how sound and music influence the player's emotional response and enhance the gaming experience.	

Response:

ah, the 8-bit audio, happened every time the ball made contact with something. It gives a sense of interaction with the game, not much else, from a retrospective point of view it feels retro and simple, but at the time it was probably the expectation



User Interface and User Experience (1.25 pts.)

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Task #1 - Points: 1

Text: UI Design

Checklist			*The checkboxes are for your own tracking
#	Points	Details	
#1	1	Describe the layout of the game's user interface (UI) and how it functions. Discuss elements like menus, icons, and on-screen prompts, and how they help players navigate and understand the game.	
#2	1	Evaluate how well the game's UI communicates important information to players. Discuss aspects such as clarity, readability, and the ability of the UI to provide necessary game details without overwhelming or confusing the player.	

Response:

ah, The UI is just the level, the most information you get is from the manual itself, other than the amount of points you currently have.



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Task #2 - Points: 1

Text: UX Analysis

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Discuss the overall feel of playing the game, focusing on how different aspects of the game contribute to the player's experience. Analyze how these elements, such as ease of use, game flow, and feedback, affect the gameplay.
<input type="checkbox"/> #2	1	Evaluate the design decisions made to enhance the player's experience. Consider factors like tutorial design, learning curve, and player engagement. Discuss how effective these choices are in making the game enjoyable and accessible to players.

Response:

The overall feel of playing, from a modern perspective, isn't a great one, it's a "hey this is cool" *play for 5 minutes* "okay let me go do something else." I think the biggest fault with this game is due to the level design since it is built in a way where there can be player downtime for long(relative) periods of time. Further editions of pinball, where it is a vertical rectangle and there are multiple different ways to get points, thoroughly improved on the game's mechanics



Narrative and Storytelling (1.25 pts.)

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Task #1 - Points: 1

Text: Narrative Structure

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input checked="" type="checkbox"/> #1	1	Describe the game's story, including its narrative structure, main plot points, and the setting in which it takes place. Discuss how these elements come together to create a cohesive and engaging story.
<input checked="" type="checkbox"/> #2	1	Analyze the storytelling techniques used in the game, such as dialogue, cutscenes, or environmental storytelling. Evaluate how effectively these techniques convey the story and engage the player.

Response:

... there is no storytelling, this is a basic arcade game



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Task #2 - Points: 1

Text: Character and Integration

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Discuss the development of the game's characters. Describe their roles within the story, their personalities, and how they evolve throughout the game. Consider how the characters contribute to the overall narrative.
<input type="checkbox"/> #2	1	Examine how the game's narrative and characters are integrated into the gameplay. Discuss how story elements are woven into the game mechanics and how this integration affects the player's experience.

Response:

there are also no characters, this is a simple arcade game.



Impact and Reception (1.25 pts.)

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Task #1 - Points: 1

Text: Reception and Impact

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Research and summarize how the game was received by critics and players. Include key reviews, ratings, and player feedback. Discuss any notable praise or criticism the game received.
<input type="checkbox"/> #2	1	Analyze the game's impact on the gaming industry. Discuss how it may have influenced game design, trends, or inspired other games. Consider any lasting effects it has had on the industry.

Response:

I Could not find this information, only on physical pinball machines



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Task #2 - Points: 1

Text: Cultural Significance

Checklist

*The checkboxes are for your own tracking

#	Points	Details

<input type="checkbox"/> #1	1	Examine the game's cultural significance and the legacy it has left behind. Discuss how the game has been remembered over time and its status in the gaming community.
<input type="checkbox"/> #2	1	Describe the game's presence and representation in media, such as films, books, or online content. Discuss its role in fan communities and any influence it has had on broader cultural aspects, such as art, music, or social trends.

Response:

This is a game that has long been forgotten, people nowadays when referencing "pinball" are talking about the Windows XP version, or the arcade machine version. Visual Pinball fell into obscurity like a lot of Atari games at the time.

Reflection (1.25 pts.)

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Task #1 - Points: 1

Text: Describe your personal experience playing the chosen game

Checklist		*The checkboxes are for your own tracking
#	Points	Details
<input type="checkbox"/> #1	1	Was it "fun"? What made it fun or not fun?
<input type="checkbox"/> #2	1	Is this genre/game-type aligned with personal interests?
<input type="checkbox"/> #3	1	What made you pick this game? Was it a good choice?

Response:

This game was not really fun, had a short lifespan due to it's level design. This game is not aligned with my personal interests, and I picked it because checkers seemed really simple, and this was a step up from that and something i recognized. It was not a great choice



Task #2 - Points: 1

Text: Assignment Reflection

Checklist		*The checkboxes are for your own tracking
#	Points	Details
<input type="checkbox"/> #1	1	What interesting or new "thing(s)" did you learn during your research and analysis?
<input type="checkbox"/> #2	1	Did you find it was easy to come across the information you were looking for? What was your primary means of research/analysis?

Response:

The information was very easy to come across, however, most of it also wasn't written, this game could easily have become "lost media" not much information on it at all

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End of Assignment