Submission Worksheet

Submission Data

Course: IT265-002-S2026

Assignment: Case Study 1 - Atari

Student: Andrew F. (af455)

Status: Submitted | **Worksheet Progress:** 100%

Potential Grade: 604.00/604.00 (100.00%)

Received Grade: 0.00/604.00 (0.00%)

Started: 2/9/2026 3:00:39 PM

Updated: 2/9/2026 4:10:07 PM

Grading Link: https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/grading/af455

View Link: https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/view/af455

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%

≡, 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:

Seaquest was released in 1983 for the Atari 2600. It was developed by Activision (which was a company formed by former Atari programmers) in a time when console gaming was starting to become more prominent. Historically, *Seaquest* sits around the end of the "golden age" of arcade style atari games. In fact, the 1980s saw a surge of simple and addictive games like this centered around getting high scores, short play sessions, and fast paced gameplay.

From an industry perspective, *Seaquest* is significant because it was produced by Activision, one of the first major third party game developers. At the time, Atari didn't credit any individual developers which led to the eventual creation of Activision.

Seaquest was released during the lead up to the 1983 video game crash. A time marked by market oversaturation and declining consumer confidence. Despite this, the game stood out as a polished an engaging experience.

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

Progress: 100%

Your Response:

Seaquest shares many similarities with other early 1980s Atari games. Specifically those with arcade shooter and survival styles of gameplay. Games like *Defender* (1981) and *River Raid* (1982) are just two of many.

Like *Defender*, *Seaquest* emphasizes constant movement and situational awareness. Having to manage multiple enemies that come from either side of the screen and eventually above the water as well. Although, while *Defender* has a constant side scrolling action, *Seaquest* has the player stick to one continuous screen with the enemies and obstacles rotating. The main difference being a resource management aspect. *Seaquest* requires the player to maintain their oxygen to stay alive.

As for *River Raid*, another Activision title, *Seaquest* has a similar difficulty and escalating enemy patterns. Both games rely on repetition and getting high scores, but *River Raid* uses fuel management as its central mechanic, whereas *Seaquest* replaces fuel with oxygen and has civilian rescue as an additional objective. This rescue element makes *Seaquest* more unique by rewarding risk-taking rather than purely offensive play.

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:

Seaquest focuses on submarine movement, shooting, and resource management in a single screen environment. The player controls the submarine that can shoot enemies while having to maintain your depleting oxygen underwater and therefore resurfacing when needed. A main objective of this game is having to rescue divers, which rewards players with points and oxygen but increases risk due to having to dive and be the potential of getting in contact with enemies. As the game continues,the enemy frequency and speed increases making it harder to stay alive. These types of mechanics create a faster paced style of game centered on getting a high score.

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

Progress: 100%

Your Response:

Level design in *Seaquest* is actually very simple. Using, a single screen level design, *Seaquest* essentially focuses the player on whats going on under the ocean only. Specifically the enemies you avoid and the divers you must rescue. This layout keeps gameplay fast and focused. It also adds a level of tension as you only have on confined space to avoid enemies.

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:

Seaquest features simple but colorful pixel graphics designed to clearly represent underwater elements like the submarine, the sharks, divers, and the ocean surface. Having the ocean background be a dark blue while the rest of the sprites are brightly colored and contrasted helps as well. It helps to guide the player and experience for the next thing to do.

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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:

Seaquest uses simple sound effects for the game rather than full music. After some research, I found that this was common in Atari 2600 games. Audio queues signal important actions such as enemy movement, diver collection, and surfacing. This helps players react a bit more quickly to different things happening. The increasing intensity of time as the game goes on also adds some tension and urgency adding to the experience. Though minimal, the sound design does help capture the uniqueness of the game and its story.

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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:

Seaquest has minimal narrative. The player starts as a submarine underater where the goal is to rescue divers and avoid sharks and obstacles. There aren't any defined plot points or character developments.

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≡, Task #2 (75 pts.) - Character development and how it

integrates with gameplay

Progress: 100%

Your Response:

As mentioned previously, there is no defined character in the game other than the submarine you control. Any development that happens in game is done through the player improving and getting a higher score.

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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 game received generally positive reviews but there were also mixed reviews as well. There was a lot of praise on its graphics and sound especially for the Atari 2600 at the time. Many noted that the game created a convincing underwater feel and did stand out amongst other games of the time. However, some critics felt the game wasn't as exciting as Activison's other games at the time. Understandably so, the game did feature a one screen atmosphere with little to no relevant plot throughout the game. So while the game did perform well, it did have some negative aspects to it.

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

Progress: 100%

Your Response:

Seaquest helped establish Activision as a top third party developer at the time and was able to influence early action and arcade style games with the risk/reward and survival mechanics. Its simple underwater rescue theme reflected the simple arcade focused design of the early 1980s. While not as famous as other games, it is still remembered as a solid game that added depth and replayability to the Atari 2600.

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Section #6: (2 pts.) Reflection

≡, Task #1 (1 pt.) - Was the game "fun"? What made it fun or not?

Your Response:

The game was definitely not bad by any means. It was fun for the first 20 minutes but it definitely got repetetitve after a while. I think the randomness of the enemies appearing and the oxygen management helped keep things interesting but the stillness of the environment and the lack of any other objective had things get stale pretty boring quickly. Despite that though, I do think the game was "fun"

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

Your Response:

It was pretty simple to learn about the game. Considering its an old game, there are many things available about it and that made researching for it easy.

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