

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: 2/5/2026 12:59:23 PM

Updated: 2/5/2026 1:28:19 PM

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/grading/mag259>

View Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/view/mag259>

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:

Title: Dig Dug
Platform: Nintendo Entertainment System (NES)
Author: Namco
Genre: Action
Developers: Masahisa Ikegami, Shigeichi Ishimura, Toshio Sakai, Yuriko Keino
Released: 1982



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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:

This was one of the earliest electronic games produced by nintendo, releasing just one year after Donkey Kong. This game remains relatively obscure with no sequels. At the time, the game was very popular, being the second highest grossing game of 1982. It was considered a staple title for games of the time.



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

Progress: 100%

Your Response:

Dig Dug was left behind in terms of modern gaming. While titles like Donkey Kong and Pac Man have received more popular sequels and remakes, Dig Dug has some sequels, released in 1985, 2005 and 2008, but none reached the same level of popularity as the first title. At the time, it was revolutionary in breaking the "Dot Eater" formula, and was the greatest arcade game of all time according to Gamest Magazine in 1998.



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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 gameplay loop is very simple. The map consists of minable terrain, hard rocks, and two types of enemies. The terrain can be mined by the player with the exception of the hard rocks, which can be dug under to drop them to crush or block enemies. Both of the enemies can periodically enter an invulnerable state and phase through walls to reach the player. One enemy type has a short ranged attack and is slightly faster than the player, whereas the other is slightly slower and can only deal contact damage. Any hit kills, but the player can fight back with an air pump which they can use to inflate the enemies in a short but significant amount of time. The unique gameplay of managing excavating terrain to evade the enemies, and finding time to strategically kill them via the air pump makes for a unique but challenging gameplay experience.



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

Progress: 100%

Your Response:

The level design is quite simple, but the simplicity works to its benefit. The placement of rocks and enemies is the only factor that changes as the game progresses, but these minor changes require major alterations to the player's strategy.



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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:

The game is very visually simple, which is typical of games at the time. The enemies are visually distinct from each other and the terrain, as well as the player. Visual clarity helps define the role of each game aspect (the dragon enemy can spit fire, the boulder will drop down if there is an empty space below it, enemies which are being inflated visually expand until they pop). Overall, the art direction works to the benefit of new players by increasing readability and exploiting existing concepts to inform the player on the game's mechanics.



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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:

The sound design is simple, as is typical of the games at the time. The sounds make sense given the situations they are played in. Importantly, music only played when the player was moving, which encouraged them to remain in motion, creating a tense atmosphere. Overall, the sound effects were unique and greatly enhance the experience.



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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:

Dig Dug does have a minor storytelling element. As you progress through the levels of the game by killing enemies, flowers will grow on the surface. This could imply that the enemies are in some way harmful to the land that dig dug takes place on, and that the player is performing a good deed by exterminating them.



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

Progress: 100%

Your Response:

The character does not develop as the game progresses, but the player becomes more skillful, which allows the player to progress through the levels faster. This speeds up gameplay of the easier levels and allows an experienced player to reach the later levels faster.



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:

Dig Dug released to great critical and commercial success. It was the second highest grossing game of the year it released in, and was later considered one of the best games of the arcade era. As a reviewer, I enjoyed the game and recognize why it was considered such a great title. There is little to no feedback that can be given when considering the hardware constraints of the era.



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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 did have a lasting impact on the gaming industry. Dig Dug helped break arcade games out of a cycle of similar games by introducing a unique design philosophy unlike other games at the time, but that still remained simple. While it may be obscure today, Dig Dug had its share in shaping the golden era of arcade games, which later would influence modern gaming.



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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:

Dig Dug was a surprisingly enjoyable experience. It was easy to learn, but difficult to master. The music played wonderfully into the intended gameplay by subtly nudging the player into playing in a way that was the most fun. Deaths were always a consequence of poor planning, which made them feel deserved instead of frustrating.

Each level was a challenge that could be conquered with enough knowledge and skill.



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

Progress: 100%

Your Response:

Researching Dig Dug was surprisingly simple. Due to its popularity, it was very easy to find a working emulator, as well as third party reviews which helped the reviewing process by pointing me in the direction of mechanics that were executed well. These reviews also assisted in providing context for the time period, which I was not able to experience firsthand.



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