# Submission Worksheet

## Submission Data

**Course:** IT265-002-S2026

**Assignment:** Case Study 1 - Atari

**Student:** Riley S. (rls38)

**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 11:52:09 AM

**Updated:** 2/9/2026 8:24:09 PM

**Grading Link:** https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/grading/rls38

**View Link:** https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/view/rls38

## 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:**

The video game E.T the extra terrestrial is a top down adventure game that was released on the atari 2600 in 1982. It was Developed and published by Atari inc. The goal of the game is to collect three pieces of a telephone by walking around the map at E.T and phone home. The game was made to be an adaptation of the movie of the same name, however the quality of the game was so poor that it is regarded as the worst videogame ever made. It was designed and programmed by one person, Howard Scott Warshaw, in the span of 5 weeks.

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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:**

After the release of the Movie E.T, there were many companies that wanted to cash in on its success by making a game based off of it. The winner of the rights to the game was won by Atari in July of 1982 and got Howard Scott Warshaw to design the game. However Atari wanted Warshaw to finish the game in five weeks in order to meet a production schedule of christmas the same year.The rushed deadline, unrealistic expectations, and the fact that the only person working on the game, all lead to E.T becoming considered the worst videogame of all time as well as one of the biggest commercial failures in video game history.

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

Progress: 100%

**Your Response:**

Compared to other games released during the time they are actually pretty similar.a lot of them such as raiders of the lost ark and pac-man on the atari are top down games. However what sets E.T apart from other games is the frusterating mechanics and level design. The art style is also very similar to other games released around the time where human characters are very simple and look like stick figures.

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# Section #2: ( 2 pts.) Gameplay Mechanics And

# Level Design

## ≡, Task #1 ( 1 pt.) - Core gameplay mechanics and how they shape the player's experience

Your Response:

The core mechanics of the game are to walk around the map and collect the three phone pieces in order to let E.T contact his home, winning the game. The only controls are 4 movement directions and a single button that lets you fly when you fall inside of a pit. There is also a mechanic where symbols will appear at the top of the screen that can teleport you, reveal a phone piece, or use items. moving and levitating however comes at the cost of energy, which is limited, while you start with 10,000 it drains quickly and is used when floating or walking. Finally there are enemies that can take phone pieces from you. All of these mechanics can cause a lot of frustration with one, having all of your pieces stolen, and two constantly falling into pits that are at the edge of each screen and using energy which is already limited. After you collect all of the parts you then have to walk atound looking for an alien symbol that looks like a space invaders alien to use the phone, after which a countdown starts to find a symbol that looks like a square within a square. If you find the square in time then the ship will pick you up and youll win the game. however if you dont youll lose

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

Your Response:

The level design of this game is a six screened cube with one area where you spawn in on a screen with just trees, 4 screens with that contain various amount of pits on them, and one area where you get taken to after you get caught by an enemy. The level design is very confusing and frustrating, the screens dont connect simpily and can be confusing to navigate and will teleport you to a different screen then was there last time. This is on top of the fact that a lot of the pits are right near the edge of the screen which means if you go to the edge of the screen in the wrong spot you will immidietly fall into the pit. You also spawn right on top of the pits after exiting them which cause you to fall back inside them, losing more energy.

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# Section #3: ( 150 pts.) Graphic And Audio Design

## ✍ Task #1 ( 75 pts.) - Game's visual appearance, artistic choices, and how they contribute to the experience

Progress: 100%

**Your Response:**

The visual appearence of the game is very simple. The title screen is a detailed picture of E.T the alien, while the levels are all in green and simple pixel art. The character you play is a very light green version of E.T while the the human NPCs have no faces but look pretty good for the atari especially compared to other games released the same year where they are stick figures. The final screen is a blue screen with white buildings on it that act as where you get taken after getting caught by enemies.

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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:**

There isnt much music in the game except for the title screen which plays a 8-bit version of the flying theme from the movie. There are a lot of sound effects in the game including a rocket sound effect when starting the game, a walking sound effect for each enemy and E.T himself, a falling sound effect for when you fall into pits, a deep pitch sound effect for when you use your floating ability.

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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 narrative structure of the game is the same as the movie. You have to create a phone in order for E.T. to call his home planet to come get him. Along the way The FBI and scientist try to capture him so you have to avoid them.

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

Progress: 100%

Your Response:

There is little character development in E.T all of the game is focused on the gameplay loop of finding the phone pieces and going home. The little development there is, is that the FBI agents and Scientists want to capture you and thats about it. They integrate this into the gameplay by having them capture you or steal your phone pieces depending on who catches you.

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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:

Before the game released people's expectations were very high, lots of stores thought that the game would sell incredibly well so they bought tons of copies. However a lot of retailers ended up cancelling their orders in november 1982. When the game initialy released in december it did have a commercial success selling 2.3 million copies by the end of 1982. However after that 669,000 copies were returned because of how bad the game was. about 3- 4 million copies were returned as either unsold copies or returns. This is largley due to the very poor reception of the game. many critics were negativley talking about the gameplay and graphics, but there were also critics that said it was okay and gave it a 6/10. many critics complained about E.T falling into pits over and over, having primitave graphics. But also complimented the game for being difficult to learn but worth it in the end. However after that time all of the reviews from critics and players were negative.

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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 of the game both on the gaming industry and gaming culture are massive

The impact of the game both on the gaming industry and gaming culture are massive. E.T is considered one of the most important video games because of its status as one of the worst games ever made. After the release of E.T, atari started to lose its top spot on the market as other competitors started to enter the scene, this on top of the fact that it was one of the biggest financial failures ever, cause many to beleive that E.T was the downfall of Atari and the 2600. The release of the game also made many people beleive that it was responsible for the 1983 video game crash, even though it didnt acctually contribute that much. There were so many unsold copies of the game that they were buried in a giant landfill along with other atari games and consols.

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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:

After playing the game I can say that the game is much more frusturating than fun. The mechancs can make the game feel impossible to beat because of constantly fallng into hole wether it be tho=rough teleporting on top of them or walking to another screen on the wrong spot, Having all of your parts stolen because a FBI agent came out of nowhere, or running out of energy because you can't escape a pit after falling in. All of these mechanics can make the game very unfun, however once you understand all of the mechanics the game feels less frustrating but still is very annoying.

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

Progress: 100%

Your Response:

Reasearching this game was very interesting and easy. There are a lot of facts that i didnt know prior to this research that i found very interesting such as the fact iit was made by one person in five weeks. There is a lot more to this game than just its reputation as "The worst game ever made" and I dont think its nearly as bad as its perceived by the public. that being said I do understand why people do say that. Its also because of the games infamy that researching this game was very easy. Dhere are lots of documents and facts about the game and its history which were very interesting reads.

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