

# Submission Worksheet

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

## Submissions:

Submission Selection

1 Submission [active] 2/12/2024 1:58:05 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/1acEHH2ymFQleGGimqXyL1K00Y4fG9IUt2Cbi6GAUsIY/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):

1. <https://www.free80sarcade.com/all2600games.php>
2. <https://games.aarp.org/category/atari-games>
3. <https://playclassic.games/games/action-atari-2600-games-online/keystone-kapers/play/>
4. <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

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## 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:

Asterix was the first ever game produced for that franchise and was developed by Steve Woita in 1983 for the Atari 2600 platform. During the early 1980s the company Atari was striving to be the leader in licensed video games and Asterix was the first non american license acquired. But because of limited popularity outside of Europe the game was only produced and released in Europe before a small number was also released in Canada. Because of how rare the game was it has become a collector's item that can fetch up to hundreds of dollars.

The game itself is a simple arcade game with no end goal other than achieving the highest possible score, the game feels like Pacman in that the level never ends albeit Asterix is more simple and limited. But the game it is most similar is Taz, another game made by Steve Woita and it was for the Tasmanian Devil from Looney Tunes' license. Atari cut costs by basically having Steve change the sprites of Taz to ones that fit for the Asterix theme. So these two games are the exact same in gameplay bar the changes to visuals and some minor details.

## 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:

The core gameplay of Asterix is to collect objects which increases the player's score while avoiding a certain object that would cause the player to lose a life out of their 3 lives. This gameplay experience is similar to Pacman where the goal is to move around collecting objects while avoiding another object. The setting or map is eight lanes stacked horizontally that the player can move up or down and left or right in and that is the extent of how much the player has control of their character, Asterix. There is not much in the way of anything new or unique as this game was basically a copy of Taz and in some ways less creative as there was originally an easter egg in the Taz game that was taken out for the Asterix game.

## 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:

Although not much is known about the development of Asterix as most Atari2600 games were created by a single developer. The game engine Atari 2600 was a console platform that used the 6507 processor which was a variant of the 6502 processor by MOS Technology. So most of the programming and code used was the 6502 assembly language. And we also know that there were third party hardware that developers could use to test their game such as Cuttle Cart and Harmony Cartridge as the Atari 2600 was a demanding programming environment. It was demanding as the Atari 2600 only had 128 bytes of RAM with no video frame buffer and the programmers had to prepare each line of video output as it is being sent to the screen. So we can assume Steve Woita might have used these tools to test the game out and develop the game.

### 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:



The game had no new or unique features when it was released and had the same gameplay as the game TAZ except for the changed sprites and some minor details. But one major difficulty the developer Steve Woita encountered would be that at the time of development there were rumors in Atari that the company would issue pay cuts if there were any hidden contents in their games. This led to Woita not implementing an easter egg that he had in TAZ when he made Asterix.

## 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
<input type="checkbox"/> #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.
<input type="checkbox"/> #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:

Movement is limited to up,down,left, and right and as stated before how the map or environment is eight lanes stacked horizontally. So moving up and down would move you between the lanes and left and right would be restricted to the lane you were currently on. The gameplay loop has the objects appearing at the edges of the lanes moving across the lane, the player is meant to avoid the lanes with the dangerous object and move to safe lanes that have the collectable object. As is with the arcade style games at the time the players want to achieve high scores or find any hidden content and with Asterix at around 32500 points there will be a secret phase where the game gets faster but also awards more points.

### Task #2 - Points: 1

Text: Level Design

#### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #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.
<input type="checkbox"/> #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 is eight lanes stacked horizontally and the player has freedom to move around all eight planes up or down and left or right. The dangerous objects come out from the sides of the lane randomly from the left or from the right

and left or right. The dangerous objects come out from the sides of the lane randomly from the left or from the right. This plays into the game's general story of Asterix needing to find something useful ie the collectable objects and having to dodge harps from another character. The relatively simple movements and structure of the game is easy enough learn but hard to master to achieve higher scores. And because of how much faster the character is than the objects it allows more skilled players to collect objects from multiple lanes rather than one per lane. This creates a reward for riskier play and as a way for the player to show off their skills and probably was how similar to how players would show off their high score or mechanical skills in arcades.

#### 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
<input type="checkbox"/> #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 to the game's overall look and feel.
<input type="checkbox"/> #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 sprites at first were hard to figure out what they represented owing to the hardware. It wasn't until I read the game's settings that I understood what each sprite were meant to represent. I believe the design of the character although simple could be made out of what they represented as the character

Asterix in his comic appearances sports a helmet with wings on it, so the game emphasized the wings on the sprite. Although the colors are simple with the map being of one color and from some screenshots it seems there are different "preset" color schemes, most sprites are noticeable and distinguishable with their shape, design, and most of them used two colors. So the player can tell what the moving objects are and what their character is and just focus on collecting as much as they can.

#### Task #2 - Points: 1

Text: Audio Design

##### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #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.
<input type="checkbox"/> #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:

There is no background music that plays but there is a sound that plays when you collect an item and a sound for when you get hit by the dangerous objects. The sounds that plays when you collect the items is a light but positive sounding much like when Mario collects a coin but the death sound is loud and sounds like a heavy wind. The positive collection sound definitely enhances the game play as without it any sort of noise they game would feel stale or boring. Although the death sound is a big too loud and could be tuned compared to the collection sound

#### 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
<input type="checkbox"/> #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.
<input type="checkbox"/> #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:

The game has a start screen that depicts the name of the game, the two creators of the franchise, and what year the game was released. Then it transitions to the game screen with the objects moving as they would in game in a sort of idle screen. There is an option for a two player mode that is activated on the Atari game console and the way to tell if you were in a singleplayer or two player mode was the numbers 1 or 2 that are show on the bottom right when you hit the switch on the console. In the game itself at the start of the game the lives and score of the player is depicted at the bottom and with not much else in the way of interfaces. The sprites are distinct enough for the player to not mix up what the objects are but that is all as the game has a simple or lack of interface.

#### 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 game is fast pace and so the player has to keep on their toes but also sometimes moving too fast can cause deaths where the dangerous object touched was in one lane and your character sprite already moved to another lane. But other than the occasional lag which may be due to the emulator the game plays smoothly and even when losing it is quick to jump right back into the game as it is very simple without much in the way of in game instructions or tutorials. The gameplay is meant to seem easy but challenging to continually do because of human mistake or inattentiveness.

**Narrative and Storytelling (1.25 pts.)****^ COLLAPSE ^****Task #1 - Points: 1****Text: Narrative Structure****Checklist***\*The checkboxes are for your own tracking*

#	Points	Details
<input 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 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:**

The story as described by the game manual is that Asterix and Obelix's village defeated a Roman invasion force and now Asterix and Obelix are picking through the wreckage of the fight while avoiding Cacophonix's lyres. You start off as Asterix but there are certain phases where you play as Obelix and the objects you need to collect changes but the gameplay remains the same. The story seems to be already told in the game manual and the game itself seems to be situated at the end of the story. The changes in objects you need to collect between Asterix and Obelix details the two character's distinct personality and identity as a whole.

**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:**

The characters don't change much except to switch to the other in certain phases of the game but their personality is



The characters don't change much except to switch to the other in certain phases of the game but their personality is implemented into the game by way of what objects they have to collect with Asterix being somewhat practical material items while Obelix collecting food stuffs. And the dangerous object being Cacophonix's lyres is a reference to the franchise how the character is comedic relief with his terrible sounding music that scares the duo. The objects fit the narrative theme so the player's immersion isn't ruined by nonsensical objects that makes them wonder why the characters are collecting such random items.

#### 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:

The game itself doesn't seem to be well known or popular in the United States but that is mainly because majority of the game produced were released in Europe and limited production and releases in Canada. The game itself isn't any revolutionary as it was just a copy of the game TAZ but with different sprites. Now it serves more as a collector's item due to it's limited releases.

#### 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:

Asterix was the first video game made with the license of Asterix and Obelix and with it's entry into the video game industry there were more games to come. Not much is known else about the reaction of the customers as it was primarily targeted towards the European customer base but it was probably the first step of the franchise dipping into the video game industry as was the trend of popular cartoons and franchises at the time. The franchise itself was already well established and popular at the time the game released, though most of it's popularity laid with the



already well established and popular at the time the game released, though most of its popularity laid with the European consumers and that was what led to Atari's decision to only release the game in Europe because they felt outside of there, the game will not be popular.

### 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:

The game was fun in trying to collect as much of the objects as you could which was the riskier game strategy but reading that much of the milestone or changes are at much higher game points it does feel like a chore to reach those phases. The old style of arcade games that were meant to suck quarters from young kids means that the game is meant to keep you playing trying to achieve a high score. But that doesn't really make it much fun at least for gamers of today as the rewards are very lackluster and also the genre doesn't really match my personal interests. However it was interesting in research this game as I picked the game from the name Asterix which was from a popular franchise that I remember reading a bit when I was younger. So although the game didn't keep my attention for long it was nice finding out that this was the first ever game produced under the license even if it wasn't really the "first" game since it was just a reskinned copy of another game.

#### 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:

I learned about how back in the day of Atari much of the games developed were a "one man" show as single

developers would work on it by themselves. There was also interesting things such as a scramble for early game companies like Atari to monopolize licenses for video games. But finding resources on the game Asterix itself was somewhat difficult owing to how long ago it was and the developers themselves might not have made rigorous documentation or that documentation is lost to time. I've used wikipedia to figure what programming language the Atari 2600 used as there was a lack of documentation for the game Asterix, then there was a fandom website that documented the game itself and a site that contained an interview with the developer Steve Woita himself.

[https://en.wikipedia.org/wiki/Atari\\_2600\\_homebrew#:~:text=As%20the%202600%20uses%20the,written%20in%206502%20Da](https://en.wikipedia.org/wiki/Atari_2600_homebrew#:~:text=As%20the%202600%20uses%20the,written%20in%206502%20Da)

[https://www.computerhistory.org/revolution/computer-](https://www.computerhistory.org/revolution/computer-games/16/185#:~:text=Atari%202600%20prototype&text=Developers%20wrote%20and%20assembled%20software,shipped%20)

[games/16/185#:~:text=Atari%202600%20prototype&text=Developers%20wrote%20and%20assembled%20software,shipped%](https://www.computerhistory.org/revolution/computer-games/16/185#:~:text=Atari%202600%20prototype&text=Developers%20wrote%20and%20assembled%20software,shipped%20)

[https://aogames.fandom.com/wiki/Asterix\\_\(1983\)](https://aogames.fandom.com/wiki/Asterix_(1983))

[https://www.digitpress.com/library/interviews/interview\\_steve\\_woita.html](https://www.digitpress.com/library/interviews/interview_steve_woita.html)

End of Assignment