Submission Worksheet

IT265-002-S2024 - [IT265] Game Case Study - Color Theory

Submissions:

Submission Selection

1 Submission [active] 2/18/2024 5:23:06 PM

Instructions

^ COLLAPSE ^

Step 1:

Use your original choice from the last case study to do this assignment. The link is included for your reference.
https://docs.google.com/spreadsheets/d/1acEHH2ymFQIeGGimqXyL1KO0Y4fG9IUt2Cbi6GAUsIY/view
Again, these should be unique choices still. Changes are only possible if you speak to me first, but it's best to use your original choice.

Step 2:
Analyze the color/design further and come up with a modernized sketch/outline/etc per the below tasks.
I understand not everyone is an artist (neither am I) hence the goal of these are sketches, but you're free to be more elaborate.

Step 3:
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.

For reference, here are the links from the prior assignment:

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/

Branch name: M3-Case-Study-Color-Theory

Tasks: 12 Points: 10.00

🟢 Exploratory Analysis of Original Game (2 pts.)

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ℹ **Details:**
Include relevant screenshots of the game. You don't need to go crazy with this but do capture the essence.

Task Screenshots:

Gallery Style: Large View

Small   Medium   Large

The start/home screen

The game itself

● **Task #2 - Points: 1**

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Text: Analyze how these colors contribute to the game's atmosphere

Response:

Well the game has a darker background with the background being black and the lanes/platforms being of dark blue. In contrast the objects are a bright color as well is the player character. The objects are mostly of brownish color while the player character is yellow so everything is distinct and the player will not be confused as to where their character is. But this contributes to the game's atmosphere by having the player focus on what they are seeing on the screen and getting them in a concentrated mood.

● **Task #3 - Points: 1**

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Text: Compare with a modern equivalent

Checklist		*The checkboxes are for your own tracking
#	**Points**	**Details**
☐ #1	1	Mention the comparison game (can be more than one game)
☐ #2	1	Compare the use of color to the modern game and highlight how color usage evolved

Response:

A relatively recent game from the same franchise is the game Asterix and Obelix take on Caesar that came out in 2000 for the gameboy color, pc, and playstation. From what I seen the gameplay loop is similar where you take control of the character and run around trying collect objects and a clip I saw had a section where Asterix is trying to collect falling food stuffs while trying to avoid Cacofonix's musical notes. With the gameboy and the newer consoles there are a wider variety of colors and so the world and game is more vibrant and the color schemes of the characters are more refined. In the first ever game where Asterix is just a head that had wings on their helmet, the Asterix of this game has a full body and his signature red pants and blonde hair.

● Creative Conceptualization for Redesign (2 pts.)
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Task #1 - Points: 1

Text: Modern Mood/Theme Proposal via Color

Checklist
*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Propose a revised mood or theme for the game, justified with a new color scheme
☐ #2	1	Explain your choice of colors using color harmony rules (e.g., analogous, complementary)

Response:

Although the game was limited by the hardware it was made on, one change to the color scheme would be to change the black background. From reading the game manual it looks like after a battle between Asterix's peoples against the Romans where Asterix won and is now looking through the wreckage for a memento to give to his friend Obelix. So perhaps changing the black background to a green color and some spots of brown or other colors to indicate fallen equipment or other items would keep the theme similar to what is trying to be conveyed. The new background would be analogous colors since the game itself is relatively simple and limited.

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Task #2 - Points: 1

Text: Narrative Enhancement Through Color

Checklist
*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Explain how color can be used to enhance storytelling within the game (this may be a stretch in some cases, but answer it the best you can)
☐ #2	1	Provide examples/descriptions that illustrate your narrative color choices

Response:

Well as said there was already a story made for the game a narrative for explaining why the actions of the character matter, and so changing the colors of the background would be the first step and a major one in immersing the player into the story and game itself. The battle would've taken place in a grassy plain or a forested area so green would be the correct color and wreckages from equipment like helmets or armor could be colored in as grey or brown.

● Design Sketching and Color Application (2 pts.)
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Task #1 - Points: 1

Text: Gameplay Mechanics and Color Integration

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Sketch gameplay elements or mechanics enhanced by your new color scheme (excludes interface as it's a different question/task)
☐ #2	1	Provide concept art that showcases the updated visual style

Task Screenshots:

Gallery Style: Large View

Small   Medium   Large

The black background has been turned green and some other visual objects has been added to the background.

Checklist Items (0)

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Task #2 - Points: 1

Text: Explain the choices of your sketches

#	Points	Details
☐ #1	1	Describe how these color choices affect player interaction and engagement
☐ #2	1	Explain the rationale behind each color choice and its expected impact

Response:

The new light green background generates a better atmosphere than just staring into a black void and should give the game and the setting more vibrancy. Of course just having a green background isn't enough and adding in some other visual details keeps it fresh for a while.

● Audiovisual Reimagining and UI/UX Modernization (2 pts.)
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Task #1 - Points: 1
Text: Complementary Sound Design

Checklist *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Briefly outline how sound design complements the visual color scheme
☐ #2	1	Mention if specific audio cues align with color changes or themes (use details)

Response:

A good sound design will complement the visual color scheme and bring the player and immerse them into the game setting. For example if a collectable object is gold color it would help if the sound cue was the sound of gold coins or the like. The sound cue would also change depending on the object that the player collected or got hit by such as a cauldron would have a metallic ring to it or an apple having a chomp sound cue.

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Task #2 - Points: 1
Text: UI/UX Color Scheme

ⓘ **Details:**
If using physical sketches, can use a scanner or phone photo to capture. It's recommended to also add the original to github as this upload process may not do the original work(s) justice.
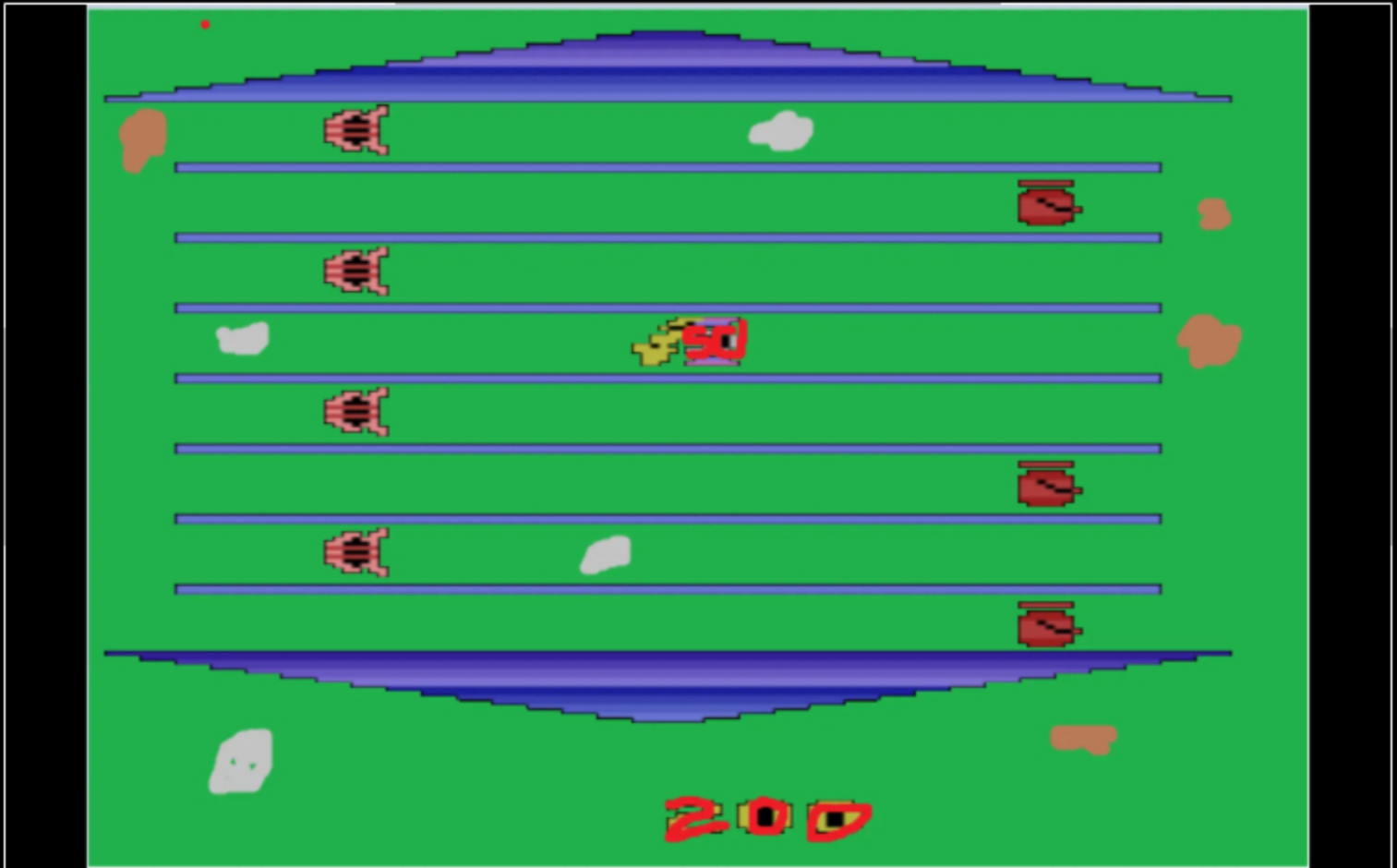
Checklist *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Sketch UI/UX elements highlighting the integration of your new color scheme

Task Screenshots:

Gallery Style: Large View

Minimal change as there is a lack of UI/UX elements in the game outside of the score, lives, and the points.

Checklist Items (0)

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Task #3 - Points: 1

Text: UI/UX Color Functionality

ℹ **Details:**
Detail how color enhances usability, player feedback, and overall aesthetic. Include considerations for accessibility

Response:

Color enhances usability and player accessibility but not only enhancing immersion and as well making it clear what is what. Having bad color schemes such as a dark background with also a dark text color would make it much harder for the player to read said text. But the colors have to also work together such that the player would not think it weird or out place.

Reflective Insights and Documentation (2 pts.)

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Task #1 - Points: 1

Text: Reflection on Color Theory in Game Design

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Reflect on how the application of color theory principles can transform the player experience
☐ #2	1	Discuss challenges faced in applying color theory to a classic game

Response:

Color theory enhances the player experience as it increases immersion and if done right can set the mood or atmosphere of the game, excellent color themes can also grab the player's attention to the game. These can range from bright saturated colors for more cartoonish games like Fortnite to the more dark and realistic colors for more serious games. But applying color theory to a classic game is much harder as the graphics back then were not as detailed or complex and often times the developers had to assign one to two colors max for a sprite to hopefully convey to the player what that sprite is meant to be.

Task #2 - Points: 1

Text: Personal Learning Experience

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Share insights gained from this assignment, particularly in relation to color's impact on game aesthetics and mood
☐ #2	1	Evaluate the effectiveness of your redesign choices based on color theory

Response:

Color theory has taught me more of the technical or the aesthetics reasoning behind how developers color their game. Although I did not know how to explain it before but certain colors just felt right or nice to look at together and can really set the mood for me when playing a game. Such as if there was a scene depicting an idyllic grass plain on a sunny day and the game uses bright and saturated colors, it really invokes a feeling of me being there. I believe my redesign choices made the game more effective as it adds many more hues to the game that matches with the other colored sprites and objects.

End of Assignment