

# Submission Worksheet

## Submission Data

**Course:** IT265-002-S2026

**Assignment:** IT265 Case Study - Color Theory

**Student:** Joseph J. (jdj32)

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

**Potential Grade:** 10.00/10.00 (100.00%)

**Received Grade:** 0.00/10.00 (0.00%)

**Started:** 2/23/2026 9:57:52 PM

**Updated:** 2/23/2026 11:39:06 PM

**Grading Link:** <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/it265-case-study-color-theory/grading/jdj32>

**View Link:** <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/it265-case-study-color-theory/view/jdj32>

## Instructions

Step 1: Recommended to use your original choice from the Atari Case Study, but if it's just black and white a different retro game of your choice may be picked (preferably first-generation systems or older).

- 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/>

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 GitHub. Upload the PDF to Canvas.

## Section #1: ( 2 pts.) Exploratory Analysis Of Original Game

Progress: 100%

### Task #1 ( 0.67 pts.) - Color Schemes Identification

Progress: 100%

#### Details:

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



Above Ground



Below Ground



Underground Lake Area



Gold Bar Collectible



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⇒ Task #2 ( 0.67 pts.) - Analyze how these colors contribute to the game's atmosphere

## Your Response:

The softer colors of the above-ground (the purple, pinks, greens, pale blues) contrast with the darker underground colors, really signifying the descent and the separation between the two areas. The color of the gold bar pops out vibrantly against the darker underground colors, signifying its importance as a collectible.



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## ⇒ Task #3 ( 0.67 pts.) - Compare with a modern equivalent

Progress: 100%

### Details:

- Mention the comparison game (can be more than one game)
- Compare the use of color to the modern game and highlight how color usage evolved (or devolved)

## Your Response:

The comparison game is Tomb Raider (2013). Tomb Raider similarly uses browns and greys for underground/cave sections, although with much more varied shades. It also, instead of a deep blue for the water, uses greys and browns for the water to better match how water is clear. Where it really diverges from Pitfall 2 is the above-ground. Aside from deep greens in some dense jungle areas, the majority of the color palette is just muted. Muted and pale greens, greys, and browns color the surface, attempting and succeeding in giving the game a gritty, realistic feel. Where Pitfall 2 attempts to really differentiate in its color palette between above and below ground, signifying safety vs danger, Tomb Raider says, "This is all real, you shouldn't feel safe, you're going to die."



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## Section #2: ( 2 pts.) Creative Conceptualization For Redesign

Progress: 100%

## ⇒ Task #1 ( 1 pt.) - Modern Mood/Theme Proposal via Color

Progress: 100%

### Details:

- Propose a revised mood or theme for the game, justified with a new color scheme

- Explain your choice of colors using color harmony rules (e.g., analogous, complementary)

Your Response:

I chose a complementary mix of muted blue, green, and yellow (the yellow muted becomes a brown), and a darker greys palette with these colors. I think to make the game feel more serious, with more stakes, more realistic, this color palette is necessary. The colors currently are too bright and "happy" for that kind of vibe.



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## ⇒ Task #2 ( 1 pt.) - Narrative Enhancement Through Color

Progress: 100%

**Details:**

- 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)
- Provide examples/descriptions that illustrate your narrative color choices

Your Response:

I believe that more muted colors can raise the stakes with the storytelling. I mean, Pitfall Harry is risking his life to descend into unknown caverns to rescue his niece, cat, and find a stolen diamond. This is not a happy story, this is a story full of risk and danger. I believe a more gritty and realistic color palette would suit the game better to tell this story. For example, the water is a deep blue that stands out against the underground background, which is light and dark brown-greys. It creates contrast, which makes immersion harder.



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## Section #3: ( 2 pts.) Design Sketching And Color Application

Progress: 100%

### 🖼️ Task #1 ( 1 pt.) - Gameplay Mechanics and Color Integration

Progress: 100%

**Details:**

- Sketch gameplay elements or mechanics enhanced by your new color scheme (excludes interface as it's a different question/task)

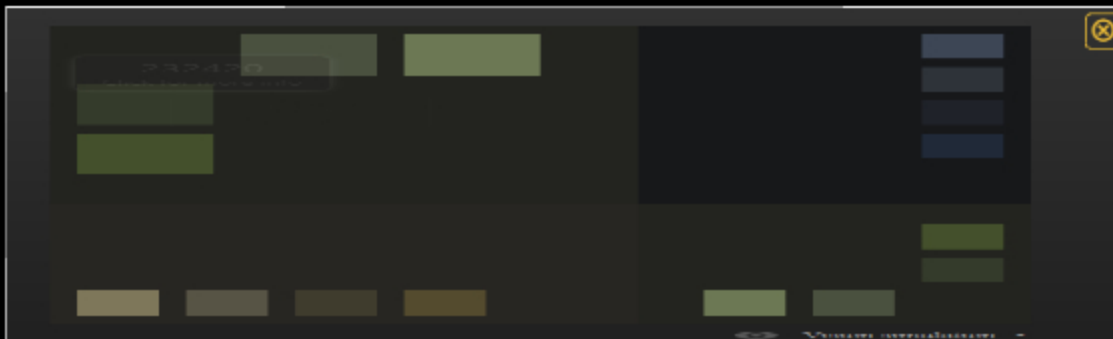
- Provide concept art that showcases the updated visual style
- If using physical sketches, can use a scanner or phone photo to capture. It's recommended to also add the original to github as this upload process may not do the original work(s) justice.



Looking something like this (this took so long omg)



Color Palette Lighter



Color Palette Darker



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## ⇒ Task #2 ( 1 pt.) - Explain the choices of your sketches

Progress: 100%

### Details:

- Describe how these color choices affect player interaction and engagement
- Explain the rationale behind each color choice and its expected impact

Your Response:

As mentioned before, the more muted, darker colors add to the realism of the game and do their best to raise the stakes. The majority of the colors were just muted/made to be more washed out. The only big color change was changing the red cross to a slate blue, keeping in theme with darker more gritty colors.



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## Section #4: ( 2 pts.) Audiovisual Reimagining And Ui/ux Modernization

Progress: 100%

### ⇒ Task #1 ( 0.67 pts.) - Complementary Sound Design

Progress: 100%

#### Details:

- Briefly outline how sound design complements the visual color scheme
- Mention if specific audio cues align with color changes or themes (use details)

Your Response:

A darker, more somber theme would better align with this version of Pitfall. The current 8-bit music is just too happy-sounding and upbeat. I propose pitch shifting the music to a minor key and slowing it down a decent bit to fit better with the new color palette



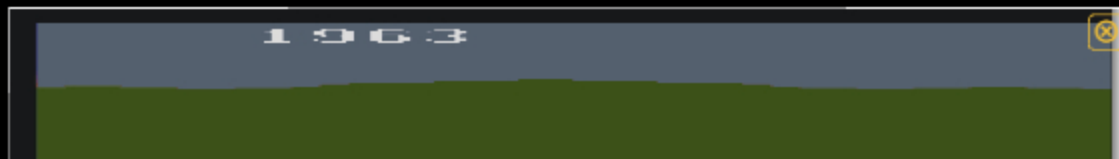
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### 🖼️ Task #2 ( 0.67 pts.) - UI/UX Color Scheme

Progress: 100%

#### Details:

- Sketch UI/UX elements highlighting the integration of your new color scheme
- 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.





No changes to the UI



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## ⇒ Task #3 ( 0.67 pts.) - UI/UX Color Functionality

Progress: 100%

### Details:

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

### Your Response:

I decided to not change the UI/UX colors. The only UI element is the score counter, which I believe should contrast with the setting colors for both clarity and accessibility. The white contrasts with all proposed color changes, but it isn't a bright, flashbang white, so it doesn't break immersion too much.



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## Section #5: ( 2 pts.) Reflection

Progress: 100%

## ⇒ Task #1 ( 1 pt.) - Reflection on Color Theory in Game Design

Progress: 100%

### Details:

- Reflect on how the application of color theory principles can transform the player experience
- Discuss challenges faced in applying color theory to a classic game

### Your Response:

Color theory greatly affects the player's experience in a game. You want to have them experience edge of their seat realism? Bright colors are not the move. Making a kids' game? Perhaps don't go all Gotham City. Making an fps? Utilize contrast well so bushcamping doesn't become meta. Different user experiences generally require correct(ish) decisions in color. With a classic game such as Pitfall 2, it is difficult to apply color theory to such a simple game. You're not given that much to work with as

far as graphics, so each decision matters way more. You can have a bright color in an fps game when you use thousands of colors, its not going to ruin the expereince. But a bright color in a gritty 8-bit game will stand out way more and ruin immersion.



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## ⇒ Task #2 ( 1 pt.) - Personal Learning Experience

Progress: 100%

### Details:

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

### Your Response:

Color in games greatly affects mood and immersion into the story and setting. While playing Pitfall 2, I felt the colors and music both drew me away from immersing myself into the story of Pitfall Harry. With my changes and my idea of a grittier theme, I believe immersion into the story would be much easier and thorough. By the color psychology wheel (ish), my game brings feelings of seriousness, maturity, and experience, all of which contribute to the gritty feel.



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