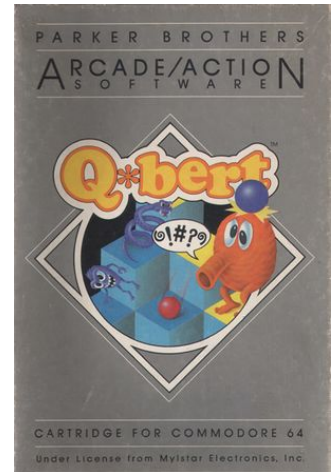


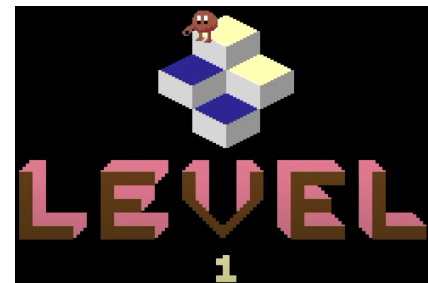
## Q\*Bert Analysis

Q\*Bert is a classic isometric arcade game released to the Commodore 64 platform in 1983. The gameplay of Qbert on the Commodore 64 stuck to the arcade original while modifying it to fit the home computer's specifications. The fundamental mechanics of the game remained the same: players had to control Qbert, a character positioned atop a pyramid of cubes, to change the colours of the cubes while dodging numerous opponents. The aim is to change every square into the same colour which in the end will finish the level. With 10 stages, referred to as levels, which include 4 round totalling to 40 levels to go through Q\*Bert allows for an enjoyable yet difficult experience.



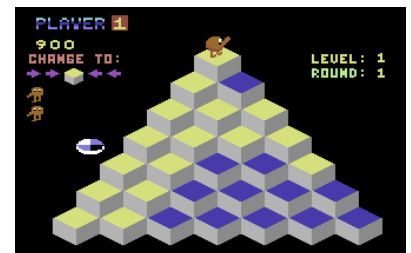
### Clever Start Screen:

There exists a very clever introduction where the start screen is a tutorial and houses a very good preview of the gameplay. This allows the player to see what to do as well as what to expect from the levels they are about to play through. This eliminates the need for an exposition styled tutorial or explanation text allowing players to directly start the game who can understand other aspects through experience as they will be given the basic concept in the start screen of the game.






### Gameplay Mechanics:




- **Changing colours:** As one of the main aspects that create the game the changing colours of the square above cubes of the pyramid changes when Q\*Bert moves on them, this is done via jumping. Sometimes to reach the desired colour Q\*Bert may have to jump on the cube multiple times. But it is not problematic as Q\*Bert cannot change the colour if it is the desired colour.
- **Movement and Jumping:** As the main movement way of Q\*Bert is jumping, the player controls the Q\*Bert via keyboard or joystick. The jumping creates some problems that will be discussed later as they are mainly caused by the isometric view of the game.
- **Enemies and Other Entities:** Q\*Bert has many enemies that roam the same cube pyramid with him all of them have their own style and different behaviours. Other entities are not limited to enemies as well.





### Harmful Objects:

	Red Ball	These fall on the cube pyramid and if Q*Bert is hit anywhere it will take a life. A fun detail is that when Q*Bert is hit, he will curse. Q*Berts curse is in conversation bubbles and is censored. 
	Purple Ball	Very similar to Red Ball it will behave the same but instead of falling off the pyramid, these balls will hatch Coily.

### Enemies:

	Coily	Most dangerous of the enemies Coily is the only really intelligent enemy in the game where instead of randomly moving it will hunt Q*Bert down.
	Ugg and Wrongway	These guys can appear more than once during a game. they do not jump but rather move against rules of physics and go in random directions. When Coily is eliminated they also get eliminated.
	Sam and Slick	Most harmless of the mobs they change the colour of the cubes and can be smashed by Q*Bert. They are non-intelligent, go in random directions and move around via jumping.

### Useful Objects:

	Green Ball	If caught this ball freezes time and Q*Bert becomes invincible during that period of time.
	Flying Disc	This acts like a elevator in the game world allowing for safe travel to the top block for Q*Bert. Can only be used by Q*Bert.

- **Points System:** Fairly basic yet works great, basically it is 25 for each colour change and 1000 for each level. As well as there exist an elimination bonus point when Coily is defeated it grants 500 points to the player. This can be managed by tricking Coily using the flying discs making it fall.

## Isometric Look:

Giving the iconic look of the game isometric camera of the Q\*Bert creates a nice looking environment as well as nicely fitting characters to the game world. This mostly benefits the game yet in one aspect which is very important and creates a problem which is the controlling scheme of the Commodore 64 platform. Commodore 64 Platform and its inability to adapt its controls to isometric camera angles creates a big difficulty curve onto the player if they do not figure out how to fix it.

Because of the isometric camera and world the movement is very confusing to grasp. From the original arcade version because of the isometric camera the movement was only intended to be diagonal. If the controller is a keyboard it is very hard to properly understand and effectively use keys for movement and there is not really anything to fix it. However, if played with a joystick this problem can be solved by turning the whole joystick 45 degrees to the left.

## UI and Game Screen:

The UI and Game Screen is totaled in one where simplicity is the focus. With the main aim being displayed always its very user friendly and Q\*Berts lives being stacked makes it universal.

Top left is where the information to the player is given about the current level. This panel includes the player number score of the current player. Below these are the levels' variables which are the colour to change to which is shown as a cube between arrows that are pointing at it. Then there is the lives left of Q\*Bert, lives are shown as slightly simplified Q\*Bert sprites vertically stacked.

To the top right there exists the information about the progression of the game. There are 10 stages, referred to as levels, with 4 rounds each totaling to 40 missions. Lives are carried through level to level and round to round so game difficulty is more manageable if played via a clever way.

