Submission Worksheet

Submission Data

Course: IT265-002-S2026

Assignment: Case Study 1 - Atari

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

Potential Grade: 604.00/604.00 (100.00%)

Received Grade: 0.00/604.00 (0.00%)

Started: 2/8/2026 2:01:18 PM

Updated: 2/8/2026 2:08:22 PM

Grading Link: https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/grading/ao433

View Link: https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/view/ao433

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:

> Wabbit is a video game developed and published by Apollo for the Atari 2600 in October 1982.

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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:

> It was first announced on the Computer Entertainer newsletter one month prior to its debut and advertised on the Atari VCS leading up to release. Unfortunately, It's developer Apollo filed for Chapter IX bankruptcy due to a deficit of video game sales, subsuming to the same fate as many other gaming enterprises during the video game crash of the early-mid 80s.

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

Progress: 100%

Your Response:

> This Atari 2600 title is of the action shooter variety similar to Space Invaders in which both games involve the player shooting projectiles from the bottom half of the screen at enemies roaming about on the top half of the screen.

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

Progress: 100%

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

Progress: 100%

Your Response:

> Wabbit features the player possessing the ability to projectile an infinite number of

eggs to ward off rabbits from stealing carrots in the carrot patch. There's a scoreboard at the bottom of the screen keeping track of two parameters: the carrot indicator on the bottom lefthand corner which increases by 1 point if a rabbit successfully steals and returns a carrot to their burrow while your personal score on the bottom righthand corner increases based on meeting various conditions with the game's combat. The point system functions as follows: 5 points hitting a rabbit with a rotten egg before reaching a carrot, 10 points hitting a rabbit with a rotten egg on its way back to their burrow holding a carrot, and every 100 points the rabbits will lose 25 points on the carrot indicator. Supposedly the game ends once you reach 100 points but you can continue playing until all your carrots vanish from the patch.

There's numerous permutations of difficulty options between single and co-op play with settings like adjusting the number of rabbits that appear in-game or modifying the rabbits' tempo. This gameplay loop incentivizes players to breakthrough with a high score and see how long they can attain such momentum before receiving a game over.

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

Progress: 100%

Your Response:

Even the rigid player movement given between moving from left and right progressively heightens the player's senses to understand the level design better and carefully landing your shots towards the carrot patch rows where the rabbits roam is the best way to achieve a good high score.

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

Progress: 100%

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

Progress: 100%

Your Response:

Wabbit's visual presentation captures the fantastical ambience of the box art depicting the very concept. It really imbues you with the feeling of being a farmer in the midst of a grander threat unfolding much akin to the "Man vs. Nature" adage.

≡ Task #2 (75 pts.) - Sound design, including music and sound effects, and their impact on the game

Progress: 100%

Your Response:

Powered by the Television Interface Adaptor (TIA) chip, the Atari 2600 helps Wabbit produce not only its visuals but audio in the form of "boops", "beeps", and "eeps" for every important action. From rabbits obtaining carrots to the player's egg throw, or to even the game resetting itself once all the carrots are gone from the carrot patch, the integrated noises lend themselves to the experience by giving clarity to the player's surroundings.

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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:

According to the game's manual, you are a farmer named Billie Sue trying to preserve your crops when suddenly one particular patch is giving you trouble. It turns out you've discovered ten holes near the patch from which rabbits can pop out of. Your objective now is scaring away those hoodlum vermin with an abundance of cheaply priced eggs your area managed to stock up on.

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

Progress: 100%

Your Response:

There isn't much character development to be found here but I can infer the paragraph worth of setting the document provides a simple, clear-cut premise on what the player could theorize the gameplay to play out as.

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:

Wabbit incurred mixed reviews upon release. Two authors working for the same magazine Videogaming and Computer Gaming Illustrated shared their reviews on the title: E.C. Meade lambasted it for being too boring and the egg-throwing to be quite slow while Jim Clark had more positive things to say like shooting the wabbits felt skillful to pull off, though stated younger audiences may have a harder time to adapt to the mechanics. Other sources involved The Logical Gamer and Author Brett Weiss evaluating the game's visuals to be the strongest attribute, however expressed unfavorable comments to the gameplay portion of it.

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📝 Task #2 (75 pts.) - Game's impact on the gaming industry and its cultural significance

Progress: 100%

Your Response:

Wabbit retrospectively gets credited to be one of the first video games to feature a named playable female protagonist. Videogame historians Kate Willaert and Kevin Bunch managed to track down the original creator of the game Van Mai via the bankruptcy records for Apollo. Van Mai conducted an interview with Foundation stating she gained the independence to design, program, and animate the game rendering her as the sole developer. It took only seven years to receive royalties for her work after the company's bankruptcy.

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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:

As someone who spent roughly thirty minutes with the game, carefully analyzing the gameplay loop and playing on different game variations to see what the outcome will be, it's safe to say critics were acutely on the mark with their various criticisms towards the game. Wabbit stops being a joy after 5 mins of play and monotony starts to set in like molasses seeping into carpet. The movement is too limited to be engaging and egg-throwing feels like one of those cheap rigged games you see at the carnival. There's not enough quality mechanics or features to hold someone's interest for a while.

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

Progress: 100%

Your Response:

Writing this case study was far more enthralling and entertaining than interacting with the product itself. I got the chance to see old documents and material from the days when this game was released. Also I found it heart warming to know the original creator is still alive to share her experience after all these years and managed to secure royalties of her work, an unusual practice that isn't done very often in the game industry today.

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