

Course: IT265-002-S2025

Assignment: IT265 Case Study - Personal Choice

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Status: Submitted | Worksheet Progress: 100%

Potential Grade: 10.00/10.00 (100.00%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2025/it265-case-study-personal-choice/grading/bal29>

Instructions

Step 1: Pick a game you plan to analyze

Step 2: Playtest your game choice (or review streamers playing the game)

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: Export the PDF. Upload it to Github and upload the same PDF to Canvas.

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Section #1: (1.25 pts.) Game Overview

100%

Task #1 (0.63 pts.) - Historical Context and Game Description

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Weight: 50%

Objective: *Historical Context and Game Description*

Details:

- Game's title, developer, publisher, platform, and release date.
- Historical context of the game's release and its place in the industry.
- Game's genre and how it compares to similar games of the time.

Your Response:

Title: Pokemon Alpha Sapphire

Developer: Game Freak

Publisher: Nintendo

Platform: Nintendo 3DS

Genre: RPG

The game was released in 2014 as a part of the 6th generation of Pokemon games. It is a remake of the 2002 game Pokemon Sapphire. It is similar to 2013's Pokemon X&Y as it retains the new battle mechanic introduced in those games.



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Task #2 (0.63 pts.) - Gameplay Mechanics

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Weight: 50%

Objective: *Gameplay Mechanics*

Details:

- Discuss the core gameplay mechanics and how they shape the player's experience.
- Explain how players control the game and interact with it.
- Identify and describe any unique aspects or creative elements in the game's gameplay.

Your Response:

The game revolves around the pokemon capturing and battling system. Players can roam the world and catch wild pokemon to include on their teams to battle other trainers. The battle system is standard for pokemon games, there are 18 types that pokemon can be, and each type has weaknesses, resistances, and in some cases immunities.

Players control their character by using either the circle stick or the d-pad, and can walk, run, and sneak around the world.

The game includes the Mega Evolution battle mechanic, where if you have a pokemon's mega evolution stone and give it to them to hold, you can mega evolve them in battle. Mega evolution increases a pokemon's stats and changes their ability.

A main goal of the game is to complete the Pokemon League challenge, which involves going around the region and taking on gyms and gym leaders to obtain their badges. There are 8 gyms in total and the story progresses as you take down each gym. When you've collected all eight badges, you are allowed to take on the Pokemon League, which involves battling the Elite Four and the current Pokemon Champion. The second main goal of the game is to complete your pokedex, a collection of data on pokemon you've seen and caught.



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Section #2: (1.25 pts.) Software Architecture And Technology

Task #1 (0.63 pts.) - Technical Framework

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Weight: 50%

Objective: *Technical Framework*

Details:

- Describe the game engine and any special software (middleware) used to make the game. Explain why these were important for making the game work.
- List the programming languages and software tools used to build the game. Discuss how these tools helped in creating the game's features.

Your Response:

I don't believe the software and engines used to make Alpha Sapphire are common knowledge, as Nintendo, Game Freak, and the Pokemon Company are notorious for keeping things under wraps. However, an inside leak from Nintendo revealed the language the games were written in, and signs point to AS being written in C++.



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Task #2 (0.63 pts.) - Innovations and Challenges

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Weight: 50%

Objective: *Innovations and Challenges*

Details:

- Identify and describe any new or unique technical features in the game. Explain how these features made the game different or improved it.
- Discuss any major difficulties the developers encountered while making the game. Describe how they solved these problems

solved these problems:

Your Response:

The 6th generation of Pokemon introduced mega evolution, a new battle mechanic. Mega evolution adds an extra layer of strategy to battles.

AS also added the feature to fly around Hoenn (the region where the game takes place) on the back of Latias, or Latios if you're playing Omega Ruby. This feature is similar to using the move Fly in-game to fast travel, but there are some areas that can only be reached via Latias.



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Section #3: (1.25 pts.) Gameplay Mechanics And Level Design

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Task #1 (0.63 pts.) - Mechanics Analysis

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Weight: 50%

Objective: *Mechanics Analysis*

Details:

- Explore and describe the main rules and actions that players use in the game. Explain how these core mechanics define the game's playstyle.
- Discuss how the game's core mechanics keep players interested and involved. Describe the ways these mechanics make the game fun or challenging.

Your Response:

The game revolves around collecting gym badges and the pokemon catching and battling system. Collecting gym badges has you go around the game's world and experience the story. Each badge raises the level of pokemon that will listen to you.

The pokemon battling system is the main mechanic that the game revolves around. There are 18 types that pokemon can be, and each type has weaknesses, resistances, and in some cases immunities. The game includes the Mega Evolution battle mechanic, where if you have a pokemon's mega evolution stone and give it to them to hold, you can mega evolve them in battle. Mega evolution increases a pokemon's stats and changes their ability.

Collecting gym badges makes the game a linear experience, as you need certain badges to be able to traverse more of the region, so you have to beat the gyms in order.

Mega evolution is a cool new feature that gives pokemon new designs and keeps players interested because it boosts their favorite pokemon and changes their kit's. Players have to find mega stones around the region to give to their pokemon in order to be able to use mega evolution.

The pokemon type mechanic keeps the game interesting because you have to strategize and make sure your team has good type coverage against whatever gym you're currently taking on.

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Task #2 (0.63 pts.) - Level Design

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Weight: 50%

Objective: *Level Design*

Details:

- 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.
- 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.

Your Response:

The game's world is very linear. There is usually only one way to get to the next town, and players are forced to get the current town's gym badge before moving on, as usually the way to the next town is blocked by an obstacle for which you need a certain move to remove or traverse. These moves are called HM's (hidden machine) and are locked behind having a certain gym badge.

Since the game is so linear, it's pretty hard for the player to get lost and not know what they should be doing.



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Section #4: (1.25 pts.) Graphic And Audio Design

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Task #1 (0.63 pts.) - Graphic and Audio Design

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Weight: 50%

Objective: *Graphic and Audio Design*

Details:

- 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.
- 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.

Your Response:

The game is colorful and cartoonish, contributing to the light and fun atmosphere.

Character designs are somewhat grounded, although they also have that elements you can find in anime, where some parts of a characters design wouldn't work in the real world, such as hair.



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Task #2 (0.63 pts.) - Audio Design

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Weight: 50%

Objective: *Audio Design*

Details:

- 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.
- 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.

Your Response:

The music is standard for a Pokemon game, with common sound effects following the same motif but slightly changed. Music is usually upbeat and contributes to the feeling that the player is on a journey. Everything in the game has a sound attached, from navigating menus, to using moves in battle. The sounds and music in game contribute to a fun and upbeat atmosphere.

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Section #5: (1.25 pts.) User Interface And User Experience

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Task #1 (0.63 pts.) - User Interface and User Experience

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Weight: 50%

Objective: *User Interface and User Experience*

Details:

- 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.
- 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.

Your Response:

The game takes advantage of the 3DS' two screens. Important UI like the world map is located at the bottom, while the actual game scene is displayed on the top screen. Sections of the UI are clearly labeled for ease of use and navigation. The UI is kept non overwhelming since the majority of it is on the bottom screen, so you only interact with it when you need to.

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Task #2 (0.63 pts.) - UX Analysis

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Objective: *UX Analysis*

Details:

- 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.
- 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.

Your Response:

The game feels very linear, but the linearity gives a clear sense of getting stronger as you progress through the game. The gym system gives players a clear sense of direction.

The tutorial in game introduces players to the catching and battling system, and afterwards it sets the player on the path to their first gym, starting the game's main loop of catching pokemon, training them, and taking on the current gym. The learning curve is straight forward due to the games linearity, as rival trainer's pokemon levels steadily rise throughout the game, so they aren't too much stronger, or weaker than you.



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Section #6: (1.25 pts.) Narrative And Storytelling

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Task #1 (0.63 pts.) - Narrative Structure

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Objective: *Narrative Structure*

Details:

- 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.
- 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.

Your Response:

The game takes place in the Hoenn region of the pokemon world. The narrative is straight forward. As the player is moving through the region collecting gym badges, they will consistently encounter Team Aqua, whose goal is to revive the ancient pokemon Kyogre to use it's power for their goals. Players interact with a variety of different characters throughout the game, such as their two rivals which battle you at various points

during the game.

The story isn't anything too innovative since it's the usual pokemon formula of "tour the region to find the box legendary" but it is interesting enough. Character dialogue is interesting and keeps the player wondering when they will next make an appearance.



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Task #2 (0.63 pts.) - Character and Integration

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Objective: *Character and Integration*

Details:

- 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.
- 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.

Your Response:

Since your character is a silent protagonist, their development is tied to yours. But generally throughout the game your character gets stronger as you progress. Your rival which is either Brendan or May depending on which gender you picked at the start goes through the same development, learning more about the world as you progress. Your other rival Wally, starts out as a frail sick boy at the start of the game, but turns into a strong rival trainer by the end. Other characters such as the game's Champion Steven Stone are pretty static, since they're adults and fully developed.

One story element that is woven into gameplay is primal reversion, which is a form of evolution that Kyogre and Groudon go through when exposed to natural energy. If players give Kyogre and Groudon the blue orb and red orb respectively, when they enter battle they will transform, changing their stats and abilities.

Mega evolution is not available to the player at the start of the story. Once players reach a certain point in the story, they will be given a mega bracelet, which allows for mega evolution. They will then also have to find the corresponding mega stones for each pokemon throughout the world. Not every pokemon is capable of mega evolution, also.



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Section #7: (1.25 pts.) Impact And Reception

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Task #1 (0.63 pts.) - Reception and Impact

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Objective: *Reception and Impact*

Details:

- 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.
- 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.

Your Response:

The game was received generally favorably by audiences and critics. It sold 14 million copies, making it the fourth best selling 3DS game, along with Omega Ruby. Players liked the mega evolution mechanic and the updated visuals, although some criticized the lack of saturation in the 3D models of the pokémon compared to the prior 2D sprites of past games.

Pokémon in general has been influence the gaming industry since the first games released in 1998, so that influence continued with Alpha Sapphire.



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Task #2 (0.63 pts.) - Cultural Significance

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Objective: *Cultural Significance*

Details:

- 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.
- 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.

Your Response:

The game has been remembered favorably since it released and has served as a representation of what a Pokemon game remake should look like, compared to less favorable remakes such as Brilliant Diamond and Shining Pearl.



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Section #8: (1.25 pts.) Reflection

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Task #1 (0.63 pts.) - Describe your personal experience playing the

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Weight: 50%

Objective: *Describe your personal experience playing the chosen game*

Details:

- Was it "fun"? What made it fun or not fun?
- Is this genre/game-type aligned with personal interests?
- What made you pick this game? Was it a good choice?

Your Response:

The game was fun. I've been a Pokemon fan since I was little so I already enjoyed the games mechanics and systems.

I like RPGs in general so it was aligned with my personal interests.

Before I knew this assignment existed, I had just completed my replaying of the game so I thought it would be a good pick since it was fresh in my mind.



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Task #2 (0.63 pts.) - Assignment Reflection

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Weight: 50%

Objective: *Assignment Reflection*

Details:

- What interesting or new "thing(s)" did you learn during your research and analysis?
- Did you find it was easy to come across the information you were looking for? What was your primary means of research/analysis?

Your Response:

I learned that the game was made in C++, which I don't think is common knowledge. My primary means of research was the internet, and my copy of the game that I own.



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