

Course: IT265-002-S2025

Assignment: Case Study 1 - Atari

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Status: Submitted | Worksheet Progress: 100.00%

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/case-study-1-atari/grading/bal29>

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: (1.5 pts.) Game Overview

Task #1 (0.00 / 0.50 pts.) - Game Details - Note the Game's title, de

Weight: 66.67%

Weight: 33.33%

Objective: *Game Details - Note the Game's title, developer, publisher, platform, genre, and release date*

≡, Text Prompt

Your Response:

Title: Bank Heist

Developer: 20th Century Fox

Publisher: 20th Century Fox

Platform: Atari 2600

Genre: Maze

Release Date: July 1983



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Task #2 (0.00 / 0.50 pts.) - History and Industry - Note the historical

Weight: 33.33%

Objective: *History and Industry - Note the historical context of the game's release and its place in the industry*

≡, Text Prompt

Your Response:

The game released in 1983, which was the year of the 1983 video game industry crash, seeing the revenue of the industry drop from 3.2 billion to around 100 million. The game seems like just another generic game, with nothing really of substance.



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Task #3 (0.00 / 0.50 pts.) - Compare the game to similar games of

Weight: 33.33%

Objective: *Compare the game to similar games of the time*

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Your Response:

Bank Heist seems like a pretty standard maze game. It has a simple objective and simple gameplay, much like Pac-Man, which was released three years earlier in 1980.



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

Task #1 (0.00 / 1 pt.) - Core gameplay mechanics and how they shape the player's experience

Weight: 50%

Objective: *Core gameplay mechanics and how they shape the player's experience*

≡, Text Prompt

Your Response:

The player controls a getaway car that navigates the maze. The objective is to get the most amount of money with the limited amount of gas you have. There are police cars that spawn in the levels, and if the player collides with them, they will lose a life. The player has five lives, and if they lose them all the game ends. The maze structure makes the game pretty linear, as generally you go from left to right picking up all of the money on the board and avoiding the police. The police create a sense of urgency, but they're pretty easy to avoid.



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Task #2 (0.00 / 1 pt.) - Level design and how it affects gameplay

Weight: 50%

Objective: *Level design and how it affects gameplay*

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Your Response:

The levels are pretty standard mazes. They weren't too different from each other generally. The money pickups were

randomly placed in each level so that each path through the levels were slightly different.



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Section #3: (1.5 pts.) Graphic And Audio Design

Task #1 (0.00 / 0.75 pts.) - Game's visual appearance, artistic choices

Weight: 50%

Objective: *Game's visual appearance, artistic choices, and how they contribute to the experience*

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Your Response:

The game visually looks pretty boring, with flat color and uninteresting graphics. The visual style don't really add anything to the experience, as they are pretty boring. Compared to a game like the first Street Fighter, which released four years later, and had pretty good pixel graphics that were nice to look at for the time.



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Task #2 (0.00 / 0.75 pts.) - Sound design, including music and sound effects

Weight: 50%

Objective: *Sound design, including music and sound effects, and their impact on the game*

≡ Text Prompt

Your Response:

The game has a few sounds that play throughout its gameplay. There is the sound of the car running, which isn't very pleasant to listen too, and there is a high pitched sound that plays when the player picks up money. There is also the sound of police sirens, which starts to play when the police spawn in a given level. Finally, there is a sound that plays when you run into a police car. The police sirens can create a sense of urgency and suspense for the player and the pickup sound seems to be meant to congratulate the player.

Section #4: (1.5 pts.) Narrative And Storytelling

Task #1 (0.00 / 0.75 pts.) - Narrative structure, main plot points, and

Weight: 50%

Objective: *Narrative structure, main plot points, and setting*

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Your Response:

The plot of the game is that you are apart of a heist crew, that aims to hit all the banks in town and make as much money as possible. It seems to be set in the mid 20th century. Other than that there isn't a plot for this gae.

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Task #2 (0.00 / 0.75 pts.) - Character development and how it integ

Weight: 50%

Objective: *Character development and how it integrates with gameplay*

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Your Response:

There isn't any character development in this game, unless you count the player, in which case the only development is the fact that the amount of money they have goes up as they keep playing.

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Section #5: (1.5 pts.) Impact And Reception

Task #1 (0.00 / 0.75 pts.) - Critical and player reception, including r

Weight: 50%

Objective: *Critical and player reception, including reviews and feedback*

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Your Response:

I couldn't find any major reviews but this review from the Retroist calls the gameplay decent while calling the graphics bland. <https://www.retroist.com/p/atari-2600-bank-heist>



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Task #2 (0.00 / 0.75 pts.) - Game's impact on the gaming industry a

Weight: 50%

Objective: *Game's impact on the gaming industry and its cultural significance*

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Your Response:

I don't think the game hany and significant impact on the industry or the culture, considering it came out in 1983 when the video game industry crashed. A lot of games were being bashed for being "shovelware" or games that weren't really of substance.



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Section #6: (2 pts.) Reflection

Task #1 (0.00 / 1 pt.) - Was the game "fun"? What made it fun or not

Weight: 50%

Objective: *Was the game "fun"? What made it fun or not?*

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Your Response:

I wouldn't really consider this game fun personally, but my standards for video games is far beyond this game since it came out 20 plus years ago. The gameplay is too simple for me and the sounds are kind of grating.



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Task #2 (0.00 / 1 pt.) - Reflection on the learning experience and ease

Weight: 50%

Objective: *Reflection on the learning experience and ease of research*

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Your Response:

Playing the game and finding info on it wasn't too hard, aside from the reviews which there were very few of.



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