

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/crm56>

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: 22.22%

Weight: 33.33%

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

≡ Text Prompt

Your Response:

Game Title: Brain Games

Game Developer: Atari

Game Publisher: Atari

Platform: Atari 2600

Genre: Puzzle

Release Date: 1978



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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:

General History: One of the first logic games to come out, alongside Codebreaker and A Game of Concentration. This game, along with the other two, were required for you to use the VCS keypad extension. One of the games, Touch Me, was in reference to the game Simon Says; where you have to hit 4 different buttons in a specific order to advance to the next round.

Place in the Industry: Was mostly geared to test mental agility and concentration; seen as educational and an "mind exercise".



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

Weight: 33.33%

Objective: *Comparison - Compare the game to similar games of the same genre*

Objective: Compare the game to similar games of the time

≡ Text Prompt

Your Response:

Similar Games:

- Codebreaker
- A Game of Concentration
- Touch Me (handheld version)

Most of the games listed have that "learning" or "memorization" quality that came out during that time. Other than Touch Me, the first two games also required the VCS keypad controller to play the game.



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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:

Core gameplay of this game is just a collection of mind exercises and mini games, the entire point is to train and strengthen the player's mind and sharpen their memorization skills. It shapes the player to be more attentive, memorizing which note came next what the total was if you added up all of the cards together.



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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*

≡ Text Prompt

Your Response:

Depends on which variant your playing:

Touch Me (9-12 cards): Standard 3x3 or 4x4 layout, three cards on top with one of them to tell you to wait or play your turn.

Count Me (1 card): Three cards on top and one card centered and above, one card makes it easier to track.

Picture Me (12 cards): The middle aisle seems useless, the only isles that matter are the left and right as you try to memorized the places of the different icons in a specific order.

Find Me (4 cards): Cards are displayed out vertically, makes it easier to compare the different cards.

Add Me (4-5 cards): Cards are displayed out vertically, makes it easier to add everything up. The very first card used as a place to view what answer you put down.

Play Me (1 card): Technically not a game, but a musical instrument. Only one card, but what matters is the keypad.



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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 choic

Weight: 50%

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

≡ Text Prompt

Your Response:

Visual appearence is preety simple, there's always going to be a rectangle at the top to signify a timer; whether it's used or not. Slightly to the left is where it indicates which variant you're playing, and depending on which variant you chose, it'll display anywhere between 1-12 cards. The color choices are personally not my cup of tea, but it gives good contrast so that you can tell what the symbol is or if its your turn. Another thing that interested me was the fact that the "board" sometimes changes color, depending on who's turn it is.



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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:

Sound Design: Pretty simple overall, 18 out of the 19 variants utilized simple beeps and boops for when you or the other player picks a card or chooses a number. The only variant that was truly unique in terms of sound design was variant 19 "Play Me". It turned the keypad into a sort of makeshift instrument, playing songs like "Happy Birthday", "Twinkle Twinkle Little Star", and other simple songs. And if you have a second person handy, you can play a duet of "Row Your Boat".



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

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

Weight: 50%

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

≡, Text Prompt

Your Response:

Since this game is just a collection of different mini games, there's no concrete narrative structure, main plot points, or setting.



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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*

≡, Text Prompt

Your Response:

As mentioned before since this game is just a collection of different mini games, there's no character to be developed and no gameplay integration.



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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:

Depending on who your player is, its usually a mixed bag. While half loves the simplicity of the gameplay and the variety that each game has; the other half would find this game tedious, clicking the same button once or twice throughout the random amount of rounds.



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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:

Not much of an impact, considered the least interesting of the three games released in 1978. Although mildly revolutionary in the approach of game controller and mini games, it doesn't leave as much of an impact as Codebreaker or even A Game of Concentration.



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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?*

≡ Text Prompt

Your Response:

I would say that the game was pretty fun, since I'm pretty drawn towards memory games. I liked the incorporation of audio when it let out tones in different pitches and I liked the color change when its single player. It shows when its the AI's turn or your turn. One thing that made it less fun for me was the amount of time it took for me to figure out the controls. Since it wasn't the standard joystick controls but the keypad, I was a little unsure about which button to press.

Out of all the options, I would say that Touch Me and Match Me were my favorites. Touch Me was basically Simon Says and Match Me had a very interesting layout and manner to match the icons.



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

Weight: 50%

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

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Your Response:

Overall, learning and researching this game was very easy. There's a lot of resources that include archives, short video essays and some blogs talking and interacting with Brain Games. I mostly relied on the archives and video essays, since most of the info that I found was mostly the same.



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