Submission Worksheet

IT265-002-S2024 - [IT265] Game Case Study 1

Submissions:

Submission Selection

1 Submission [active] 2/12/2024 9:57:32 PM

Instructions

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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.
https://docs.google.com/spreadsheets/d/1acEHH2ymFQIeGGimqXyL1KO0Y4fG9IUt2Cbi6GAUslY/view
If a selection turns red, that means it's already chosen and you'll have to pick something else (it's first come first serve). Do not edit anyone else's content/selection and be mindful if multiple people are working on this sheet at the same time.

Step 2:
Use one of these sites to playtest, explore, and analyze your choice (note you'll have to do other research as well on your own):

1. https://www.free80sarcade.com/all2600games.php
2. https://games.aarp.org/category/atari-games
3. https://playclassic.games/games/action-atari-2600-games-online/keystone-kapers/play/
4. https://www.tripletsandus.com/play-classic-80s-arcade-games/play-atari-2600-video-games/

If for some reason none of these work, any alternatives work as long it's as close to the original game as possible.

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:
Save the worksheet. Export the PDF. Upload it to the mentioned branch name (below) on GitHub. Create a pull request and merge it to main. Upload the PDF to Canvas.

Branch name: M2-Case-Study-1

Tasks: 16 Points: 10.00

Game Overview (1.25 pts.)
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Task #1 - Points: 1
Text: Historical Context and Game Description

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Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Game's title, developer, publisher, platform, and release date.
☐ #2	1	Historical context of the game's release and its place in the industry.
☐ #3	1	Game's genre and how it compares to similar games of the time.

Response:

1. The game is called Star Fox, it is developed and published by Mythicon, and it was released in 1983.

2. According to Retro Game Super Hyper, Mythicon has only released 3 games total up to this point and all of them have been dramatically bad. To many people's surprise, this game has no relation to Nintendo's classic title StarFox, and is completely independent of any other inspirations. The game today is considered a lovingly below-average take on a space shoot-em-up but generally not in high regard.

3. The game is a shoot-em-up and compared to others in its genre in the appropriate time frame, this game genuinely is fairly lackluster. The controls feel generally clunky to use while being somewhat unclear about how combat works. Some enemies fly around too fast for proper shooting to take place so aiming quickly leaves the picture for mindless button mashing and hoping that you can magically hit the target. You have the option to increase the difficulty and allow your ship to lose a life upon colliding with an enemy which would normally allow you to take the enemy down but it makes the experience more frustrating than difficult.

Task #2 - Points: 1
Text: Gameplay Mechanics

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Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Discuss the core gameplay mechanics and how they shape the player's experience.
☐ #2	1	Explain how players control the game and interact with it.
☐ #3	1	Identify and describe any unique aspects or creative elements in the game's gameplay.

Response:

> The core gameplay revolves around searching over a side-scrolling map to find vaguely identified crystals to increase your score. The higher your score, the higher the difficulty ramps. The player controls the game by moving left, right, up, or down and has a button designated to shoot. Since I played this on a browser there was an already designated button to shoot with. The movement is rather fast which can make gameplay slightly more interesting.

● **Software Architecture and Technology** (1.25 pts.)

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Task #1 - Points: 1
Text: Technical Framework

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☑ #1	1	Describe the game engine and any special software (middleware) used to make the game. Explain why these were important for making the game work.
☑ #2	1	List the programming languages and software tools used to build the game. Discuss how these tools helped in creating the game's features.

Response:

> I could not find any information on the technical framework of this game. The browser game that I played it on uses javascript though.

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Task #2 - Points: 1
Text: Innovations and Challenges

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Identify and describe any new or unique technical features in the game. Explain how these features made the game different or improved it.
☐ #2	1	Discuss any major difficulties the developers encountered while making the game. Describe how they solved these problems.

Response:

> There are no standout features that come from this game technically. Due to the lack of major innovations the game feels oddly safe. The safety of the design honestly appeals more to me despite how much it could compare to other games of its time.
>
> I could not find any information about the development process regarding this game.

Gameplay Mechanics and Level Design (1.25 pts.)

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Task #1 - Points: 1
Text: Mechanics Analysis

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Explore and describe the main rules and actions that players use in the game. Explain how these core mechanics define the game's playstyle.
☐ #2	1	Discuss how the game's core mechanics keep players interested and involved. Describe the ways these mechanics make the game fun or challenging.

Response:

Due to being able to move in the 4 cardinal directions in a fast pace and shoot around the screen, the environment allows itself to be dynamic in all of the ways an arati shoot-em-up can be. If the player is able to live for a long time and get a high score, they would feel more motivated to keep themselves alive which can create very fun experiences.

Task #2 - Points: 1
Text: Level Design

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	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.
☐ #2	1	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.

Response:

The entire game is played in the same singular environment where you keep finding resources until you lose all of your lives. The enemies travel the screen faster than the player which can make it difficult to defend yourself. When being dropped into the world a player can be left confused as it is not inherently clear where you should start looking for these crystals.

Graphic and Audio Design (1.25 pts.)

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Task #1 - Points: 1
Text: Visual Design

Checklist

#	Points	Details
☐ #1	1	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.
☐ #2	1	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.

Response:

The game does feel like you are on a distant planet needing to explore and dig for the resources you need to collect. The art style uses colors that feel planetary like browns and sky blues while also creating an environment that can be inferred to be lived in. The ships that act as characters are fairly minimally designed but the player ship does have a ground mode which adds to the flavor.

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Task #2 - Points: 1
Text: Audio Design

Checklist

#	Points	Details
☐ #1	1	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.
☐ #2	1	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.

Response:

The sound design is alright for the time it was released. The music isn't really memorable but it does make the environment feel better to explore. The audio makes the environment feel mysterious and encourages me to continue exploring the environment which makes the exploration more tolerable.

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User Interface and User Experience (1.25 pts.)

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Task #1 - Points: 1
Text: UI Design

Checklist

#	Points	Details
☐ #1	1	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.

☐ #2	1	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.

Response:

The UI design is very minimal. There are no dedicated menus at all and all of the UI elements consist of 3 lives and the score. The extremely minimal UI makes viewing all of the surroundings and the environment very simple and easy. I also understand that UI can't be as detailed due to the time this game was released.

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Task #2 - Points: 1
Text: UX Analysis

Checklist   *The checkboxes are for your own tracking

#	Points	Details
■ #1	1	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.
■ #2	1	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.

Response:

The feel of the game is fairly fast-paced which can lead to tense play sessions. The game is fairly easy to get into but difficult to fully understand what you are doing to get as many points as possible. The tutorial is not fully implemented into gameplay outside of deliberately going after it. I think this is a nice option for those who prefer to learn games blind but it can lead to a confusing experience.

● Narrative and Storytelling (1.25 pts.)

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Task #1 - Points: 1
Text: Narrative Structure

Checklist   *The checkboxes are for your own tracking

#	Points	Details
■ #1	1	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.
■ #2	1	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.

Response:

1. The game's story takes place on a distant planet where the player controls a cargo ship that travels around the

1. The game's story takes place on a distant planet where the player controls a cargo ship that travels around the distant planetoid and collects power crystals. The plot points are not apparent at all within the manuals and gameplay.

2. The storytelling techniques are not effectively used at all.

Task #2 - Points: 1
Text: Character and Integration

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	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.
☐ #2	1	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.

Response:

The game has no characters other than the unnamed pilot of the ship.

Impact and Reception (1.25 pts.)

Task #1 - Points: 1
Text: Reception and Impact

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	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.
☐ #2	1	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.

Response:

The game was received generally poorly due to the lack of mechanics and the barebones nature of the gameplay loop at the time of Retro Game SuperHyper. General reviews of the game are not easily available as nobody has talked about the game much. On a Google search, the game has a 5/5 on eBay more likely due to the novelty of such an old game rather than any objective quality.

The game faded into obscurity after it has released and nobody seems to talk about it especially due to Nintendo releasing a much more iconic game with a similar name.

Task #2 - Points: 1
Text: Cultural Significance

Checklist *The checkboxes are for your own tracking

#	Points	Details
#1	1	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.
#2	1	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.

Response:

The cultural significance of this game amounts to people saying that it exists and has a similar name to a popular Nintendo franchise.

This game specifically has not been talked about in media outside of referencing that it exists with a similar name to the much more popular StarFox by Nintendo

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Reflection (1.25 pts.)

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Task #1 - Points: 1
Text: Describe your personal experience playing the chosen game

Checklist *The checkboxes are for your own tracking

#	Points	Details
#1	1	Was it "fun"? What made it fun or not fun?
#2	1	Is this genre/game-type aligned with personal interests?
#3	1	What made you pick this game? Was it a good choice?

Response:

The game was generally "fun" on my first playthrough but on subsequent playthroughs, the fun factor has greatly diminished. I found myself not wanting to continue playing the game. My favorite genres are usually action based so I assume the novelty of the game was more apparent to me than most others. I picked this game because I confused it for a Nintendo title and was sorely mistaken. I do think I made a good choice in the end ultimately.

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	What interesting or new "thing(s)" did you learn during your research and analysis?
☐ #2	1	Did you find it was easy to come across the information you were looking for? What was your primary means of research/analysis?

Response:

The biggest thing that I learned about this game is that sometimes despite having a similar name, 2 games can play nothing alike to each other. I also figured out the novelty behind playing generally bad games. It was generally difficult to come across the information surrounding the game. The primary means of my analysis was the website Retro Game Super Hyper.

Source Link: https://retrogamesuperhyper.com/2017/09/19/a-tale-of-two-star-foxes/

End of Assignment