

Submission Worksheet

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<https://learn.ethereallab.app/assignment/IT265-002-S2024/it265-game-case-study-color-theory/grade/cmj>

IT265-002-S2024 - [IT265] Game Case Study - Color Theory

Submissions:

Submission Selection

1 Submission [active] 2/19/2024 6:27:18 PM

Instructions

^ COLLAPSE ^

Step 1:

Use your original choice from the last case study to do this assignment. The link is included for your reference.

<https://docs.google.com/spreadsheets/d/1acEHH2ymFQleGGimqXyL1K00Y4fG9IUt2Cbi6GAUsIY/view>
Again, these should be unique choices still. Changes are only possible if you speak to me first, but it's best to use your original choice.

Step 2:

Analyze the color/design further and come up with a modernized sketch/outline/etc per the below tasks.

I understand not everyone is an artist (neither am I) hence the goal of these are sketches, but you're free to be more elaborate.

Step 3:

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.

For reference, here are the links from the prior assignment:

<https://www.free80sarcade.com/all2600games.php>

<https://games.aarp.org/category/atari-games>

<https://playclassic.games/games/action-atari-2600-games-online/keystone-kapers/play/>

<https://www.tripletsandus.com/play-classic-80s-arcade-games/play-atari-2600-video-games/>

Branch name: M3-Case-Study-Color-Theory

Tasks: 12 Points: 10.00



Exploratory Analysis of Original Game (2 pts.)

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Task #1 - Points: 1

Text: Color Schemes Identification

Details:

Include relevant screenshots of the game. You don't need to go crazy with this but do capture the essence.

Task Screenshots:

Gallery Style: Large View

Small

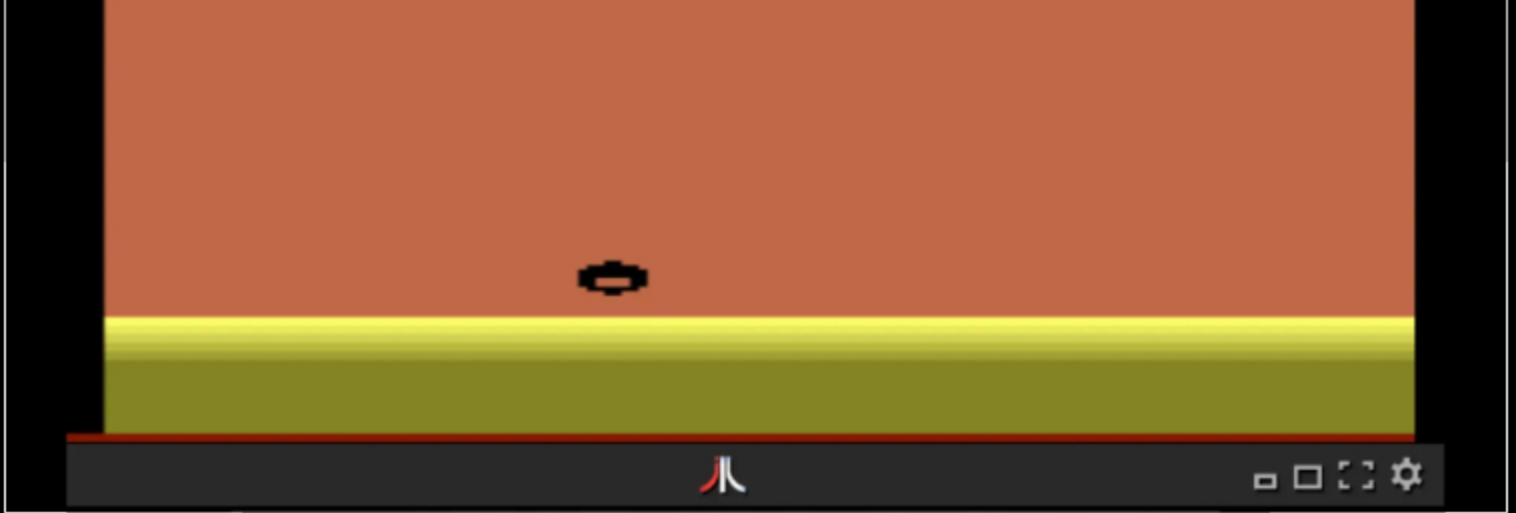
Medium

Large



proof of completion





proof of completion



proof of completion

●
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Task #2 - Points: 1

Text: Analyze how these colors contribute to the game's atmosphere

Response:

These colors give context to the game being mostly space travel with the gaseous atmosphere below the player. The atmosphere is hard to move in so it takes up darker colors.

Task #3 - Points: 1

Text: Compare with a modern equivalent

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Mention the comparison game (can be more than one game)
<input type="checkbox"/> #2	1	Compare the use of color to the modern game and highlight how color usage evolved

Response:

The modern game that I can compare Atari Star Fox to is Nintendo's StarFox 64. Even though the game has come out on the Nintendo 64, there have been enough modern ports to view the game at a higher graphical fidelity. StarFox 64's colors make the planets that the team travels to feel like they could be found in the solar system. When flying above a gaseous atmosphere, the colors match the color scheme of the planet strongly which makes the world feel bigger than it was programmed to be.

Creative Conceptualization for Redesign (2 pts.)

Task #1 - Points: 1

Text: Modern Mood/Theme Proposal via Color

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Propose a revised mood or theme for the game, justified with a new color scheme
<input type="checkbox"/> #2	1	Explain your choice of colors using color harmony rules (e.g., analogous, complementary)

Response:

To keep in line with the crystal exploration idea, I would like to make the game take place flying through the skies of the planets. An earth like planet would have a lighter blue sky paired with light browns on the planet's floor to make it feel like the ship is interacting with the planet itself when gathering crystals. If there were to be more atmosphere boarding, I would include darker purples or blacks in the background with a colored screen floor to make it feel like the player is travelling through space but having on a boarder.

Task #2 - Points: 1

Text: Narrative Enhancement Through Color

Checklist

*The checkboxes are for your own tracking

#	Points	Details
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<input type="checkbox"/> #1	1	Explain how color can be used to enhance storytelling within the game (this may be a stretch in some cases, but answer it the best you can)
<input type="checkbox"/> #2	1	Provide examples/descriptions that illustrate your narrative color choices

Response:

Color can be used to evoke emotion in the player such as if the scene requires the player to feel sad, darker colors such as blues and blacks are effective. Where as if a player is going out into a fantasy war charge, they could be met with bright reds among the soldiers to bring a sense of passion. Places that are supposed to feel boring will have shades of grey scattered around to let players feel like the situation is bland.

Design Sketching and Color Application (2 pts.)

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Task #1 - Points: 1

Text: Gameplay Mechanics and Color Integration

Details:

If using physical sketches, can use a scanner or phone photo to capture. It's recommended to also add the original to github as this upload process may not do the original work(s) justice.

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Sketch gameplay elements or mechanics enhanced by your new color scheme (excludes interface as it's a different question/task)
<input type="checkbox"/> #2	1	Provide concept art that showcases the updated visual style

Task Screenshots:

Gallery Style: Large View

Small

Medium

Large





The enhanced game mechanics would require the player to start digging through highlighted terrain to excavate crystals. This would additionally allow players to move when landed which makes gameplay feel more fluid overall.

Checklist Items (0)

^COLLAPSE ^

Task #2 - Points: 1

Text: Explain the choices of your sketches

Checklist			*The checkboxes are for your own tracking
#	Points	Details	
<input type="checkbox"/> #1	1	Describe how these color choices affect player interaction and engagement	
<input type="checkbox"/> #2	1	Explain the rationale behind each color choice and its expected impact	

Response:

These color choices would promote the player to want to take dives into the planet to search for resources while traveling through the sky, taking down enemies to get to new places to dig through. The blue background makes the planet feel like you are in a new place. The beige-esque top border represents a gaseous atmosphere that the original game had for cohesion. The brown bottom border represents the diggable ground that lets the player feel like they can actually interact with the planet firsthand through digging. The white spots represent day-stars that make the environment feel extraterrestrial.

Audiovisual Reimagining and UI/UX Modernization (2 pts.)

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Task #1 - Points: 1

Text: Complementary Sound Design

Checklist			*The checkboxes are for your own tracking
#	Points	Details	
<input type="checkbox"/> #1	1	Briefly outline how sound design complements the visual color scheme	
<input type="checkbox"/> #2	1	Mention if specific audio cues align with color changes or themes (use details)	

Response:

There would be distinct sound effects that let the player know whether or not they have landed on diggable land

There would be distinct sound effects that let the player know whether or not they have landed on diggable land. Additionally, there would be a general cleanup of the music of the game due to it sounding unpolished. The cues would align with the newer color scheme that the game presents.

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Task #2 - Points: 1
Text: UI/UX Color Scheme

Details:
If using physical sketches, can use a scanner or phone photo to capture. It's recommended to also add the original to github as this upload process may not do the original work(s) justice.

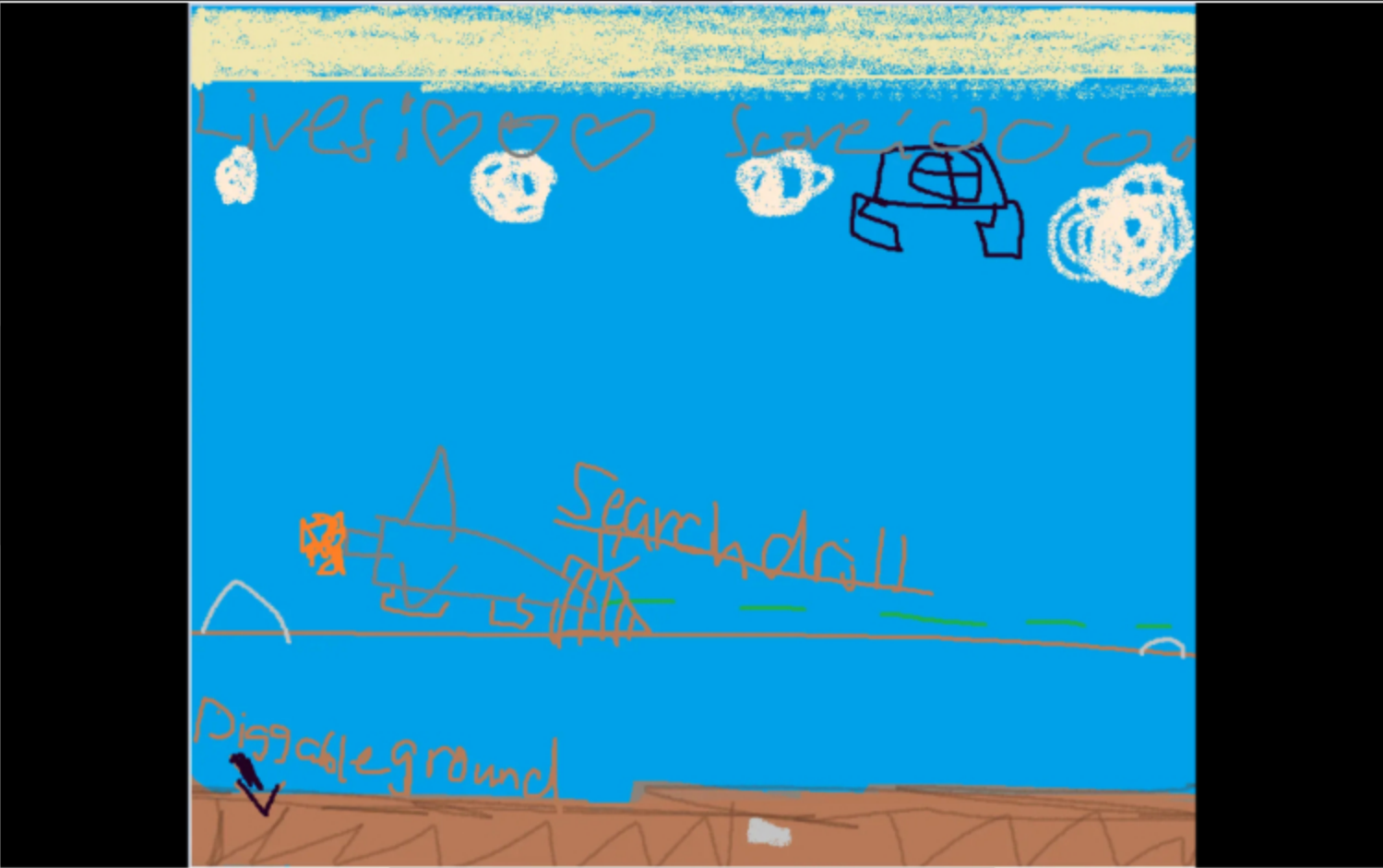
Checklist *The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Sketch UI/UX elements highlighting the integration of your new color scheme

Task Screenshots:

Gallery Style: Large View

Small Medium Large



proof of completion

Checklist Items (0)



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Task #3 - Points: 1

Text: UI/UX Color Functionality

Details:

Detail how color enhances usability, player feedback, and overall aesthetic. Include considerations for accessibility

Response:

The darker-shaded but still light color of the UI would be easier for the eyes to look at while progressing through the levels. The original UI was good on that fact, so I did not want to change much about it. I would want to keep my UI relatively simple overall so keeping things as a score attack work well in my opinion.



Reflective Insights and Documentation (2 pts.)

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Task #1 - Points: 1

Text: Reflection on Color Theory in Game Design

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Reflect on how the application of color theory principles can transform the player experience
<input type="checkbox"/> #2	1	Discuss challenges faced in applying color theory to a classic game

Response:

Color theory is something that I still need to study more because it generally is my weak point in design. Applying color theory to a classic game feels weird because you can see that the attempts are there to integrate it but it is not fully realized yet.



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Task #2 - Points: 1

Text: Personal Learning Experience

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Share insights gained from this assignment, particularly in relation to color's impact on game aesthetics and mood
<input type="checkbox"/> #2	1	Evaluate the effectiveness of your redesign choices based on color theory

Response:

I now understand art a little bit better than what I did beforehand. I feel like the redesign I did was fairly effective but could use more improvements with improved wisdom on color theory in the future.

End of Assignment