

Submission Worksheet

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

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

Submissions:

Submission Selection

1 Submission [active] 2/16/2024 1:13:42 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



Screenshot of the game

COLLAPSE

Task #2 - Points: 1

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

Response:

This game has a very simple color scheme, and nothing really stands out or feels special. The most distinct part about this game when it comes to color is how it integrates the point system. The dirt could have easily just been 1 solid color, but they decided to make layers of different colors to correspond with different depths, since the point system

depends on how deep you are when it calculates the points after you kill an enemy. Other than that, the atmosphere is pretty standard, with the above and underground being very distinct, and the dug tunnels also being distinct from solid dirt.

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:

A modern version of dig dug is a game that I found called "Murtop." This game's stage layout is practically the same, and you play as a bunny, and instead of killing enemies like you do in dig dug, you place bombs to blow them up. This game redoes the color scheme and makes it much more cartoony and unrealistic. For the dirt layers, it uses neon colors like red, pink and yellow. With the enemies having a similar color scheme, this game feels much brighter, but far less real like dig dug does.

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:

I already really like the color scheme of dig dug, and I think it really does the game justice with its analogous brown scheme for most of the screen. However, I do not like some of the smaller colored details for the game. I don't like that dig dug is in a fully white suit, because it just doesn't make much sense to me that someone would wear all white when going to excavate a bunch of dirt. Also, the full white seems out of place and is kind of jarring. I would change him to more of an earthy green. The next thing I would do is make the ghost version of monsters when they are phasing through the dirt much more obvious, because it may be very confusing when you see it for the first time. There are also changes to the UI, but they will be described later, and shown in the image as well.

Task #2 - Points: 1

Text: Narrative Enhancement Through Color

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<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:

Dig dug does not really have much of a story, but it is obvious from the color scheme that is trying to stay as realistic as possible. To that vein, the change of dig dugs outfit color would help this plot point, because nobody in their right mind would wear fully white when they know they are going to be digging around underground. Other than that, I believe most of the color choices that have been made are already accurate to the narrative.

Design Sketching and Color Application (2 pts.)

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:

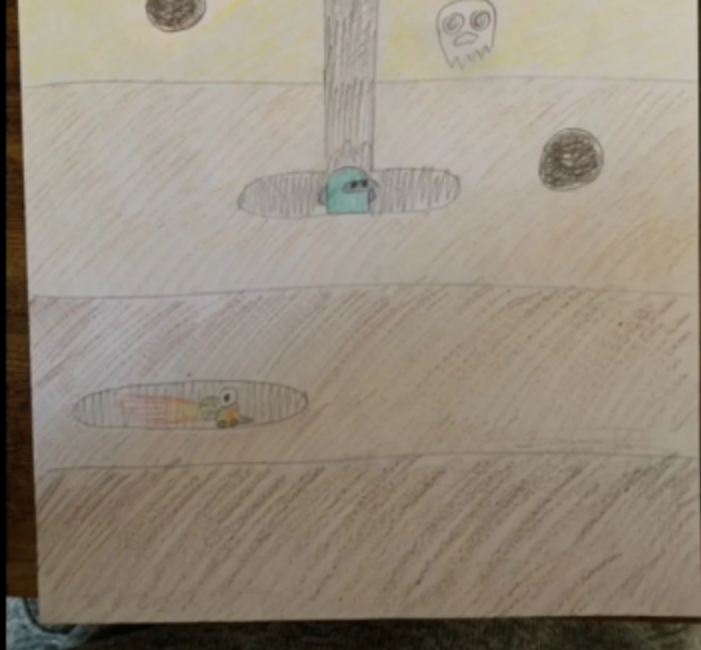
Gallery Style: Large View

Small

Medium

Large





Revamped game

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:

Ok so a list of things added: New ghost icon, grass, sun, new dig dug color. The sun and grass were just things I added to tie the world together, and make it seem more connected and alive. Originally, the top layer is just blue, so these simple features just make the world feel better to me. And then for the ghost, I decided to make it solid white, and much larger, so that it is obvious exactly what is happening, and that it still is an enemy. And then I made Dug green instead of white, to make it more realistic, and less jarring on the screen.

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
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<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:

The sound is pretty distinct in this game. There is much interaction specifically between color and sound, but the sound does depend on what the player is doing. When digging, one sound is playing. When the monster is phasing, another sound plays, and yet another sound plays when the monster is trying to flee. The sound changes depending on the state of the game, and it helps the player realize what is happening based on what they hear.



COLLAPSE

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

Revamped game

Checklist Items (0)

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 only UI to this game exists are the top of the screen. In the original game, or at least on the emulator I was playing this time. it literally just had 2 different colored number on top, and nothing else. When I was playing, it took me a solid 5 min to realize what the 2nd number was, which was lives, since I wasn't dying, and 4 seemed like such a weird number to have the lives start at, since its usually 3. So, I decided to make the point number yellow, and add a p after it, and for the life value, I made it pink and put a heart around it. Also, when you earn points when killing, they would also appear in yellow. This makes everything much clearer, and fixes what I think was the main issue with the game.

Reflective Insights and Documentation (2 pts.)

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:

The point of color in a game is build a world and enhance player mechanics, and I think for the most part. this game did a pretty good job of both. I found it pretty hard to find many changes I would make, and most of them came down to personal preference. I think that while it's not the most detailed world, the colors do a good job integrating the point system, and it is immediately obvious that the game requires you to dig tunnels and takes place underground. The most changes that I made where on the aboveground to make it more alive, and I also made the UI system much clearer so that new players actually know what the numbers are.

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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 think that while I may not understand the full science behind color and what they bring out in people, I understand that color is a very important part of player experience when it comes to ease of use especially. Color can be used to describe things without words, and that's very important for older games that can't really have a tutorial or manual. I think the changes I made, while mostly small, are overall improvements to the game and the mechanics. The ghost is much easier to see, dig dug is much easier on the eyes, and the UI is much clearer, all which would be welcome improvements to any game.

End of Assignment