Submission Worksheet

Submission Data

Course: IT265-002-S2026

Assignment: Case Study 1 - Atari

Student: Daniel K. (dk72)

Status: Submitted | **Worksheet Progress:** 100%

Potential Grade: 604.00/604.00 (100.00%)

Received Grade: 0.00/604.00 (0.00%)

Started: 2/8/2026 6:10:32 PM

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Grading Link: https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/grading/dk72

View Link: https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/view/dk72

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: (150 pts.) Game Overview

Progress: 100%

≡ Task #1 (50 pts.) - Game Details - Note the Game's title, developer, publisher, platform, genre, and release date

Progress: 100%

Your Response:

Donkey Kong for the Atari 2600 was developed by Coleco & was published under Nintendo. The game is a platformer, where the player controls Jumpman to dodge barrels and climb ladders to reach higher levels in one stage. The game was released July 9th, 1981.

Source:https://en.wikipedia.org/wiki/Donkey_Kong_(1981_video_game)our

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≡, Task #2 (50 pts.) - History and Industry - Note the historical context of the game's release and its place in the industry

Progress: 100%

Your Response:

Hardware limitations meant the game had to feature reduced graphics and limited levels, but it marked a significant early step in Atari game history. In a broader historical context, the introduction of Jumpman combined with the game's extreme success paved the way to the creation of Mario.

It is because of these milestones that Donkey Kong for the Atari is widely regarded as one of the most important video games of all time.

Source:https://en.wikipedia.org/wiki/Donkey_Kong_(1981_video_game)our

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≡, Task #3 (50 pts.) - Compare the game to similar games of the time

Progress: 100%

Your Response:

Comparing *Donkey Kong* to *Adventure*, both games are fundamentally different in genre & gameplay loop, but the main similarity these games share is the impact they would have on the video game industry in the future.

Adventure introduced the concept of the Easter Egg, which was a small, discoverable secret hidden in the game that a player would have to go out of their way to find. As seen in many modern games, this concept is prevalent. *Donkey Kong* would pave the way for Nintendo to become the modern gaming giant it is today.

Source:https://en.wikipedia.org/wiki/Donkey_Kong_(1981_video_game)our ,
https://en.wikipedia.org/wiki/List_of_Atari_2600_games

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

Progress: 100%

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

Progress: 100%

Your Response:

The core gameplay mechanics are movement & jumping. The player controls Jumpman's movements by using WASD or the arrow keys. The spacebar is used to jump.

Jumping allows the player to dodge the barrels Donkey Kong throws from the top of the level, and timing your jumps properly will prevent you getting hit and restarting from the bottom. To get to a higher level in the stage, the player can climb up ladders (and use these ladders to dodge rolling barrels). With all of these mechanics, the player must be mindful of their positioning to avoid getting into a situation they cannot jump or climb their way out of.

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

Progress: 100%

Your Response:

The levels are designed with multiple levels to climb up through. Level one's design is simple, featuring bars & ladders spaced around each level. The ladder placement dictates the pace of this level, and there is risk involved in climbing the longer ladders. Barrels roll down ladders randomly.

The second level is less straightforward compared to the first. The ladders are all evenly spaced towards the outer edges of the platforms. Gaps in the platforms pose as falling hazards, requiring you to jump over them. Comapred to the first level, there is less flexibility as you dodge enemies on each level. Unlike the barrels, these enemies move from side to side constantly at different times.

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Section #3: (150 pts.) Graphic And Audio Design

Design

≡, Task #1 (75 pts.) - Game's visual appearance, artistic choices, and how they contribute to the experience

Progress: 100%

Your Response:

Visually, Donkey Kong is very simple, almost rudimentary, with how it communicates to the player. Donkey Kong is little more than a solid color blob with some pixels removed to give him his face. Pauline & Jumpman use two or three colors and cleverly use the background's hue for their eyes & mouths.

The audio is also extremely simple, but the bright tones make the experience fun.

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≡, Task #2 (75 pts.) - Sound design, including music and sound effects, and their impact on the game

Progress: 100%

Your Response:

The sounds, while simple, help to make the game fun to play & to provide audio cues. Jumpman makes a simple noise as he walks to communicate each step. Getting hit by an enemy plays a losing sound, and Donkey Kong occasionally makes his own noises. T

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Section #4: (150 pts.) Narrative And Storytelling

Progress: 100%

≡, Task #1 (75 pts.) - Narrative structure, main plot points, and setting

Progress: 100%

Your Response:

The narrative is simple. Donkey Kong kidnaps Pauline & Jumpman has to climb through different stages to save her each time. Every time Jumpman does save her, Donkey Kong grabs her and takes her to the next stage. On the final stage, when you remove every rivet, Jumpman & Pauline are seen reuniting after Donkey Kong falls from the structure.

≡⁄ Task #2 (75 pts.) - Character development and how it integrates with gameplay

Progress: 100%

Your Response:

The characterization of Jumpman is that of the typical hero protagonist. Pauline is the damsel in distress while Donkey Kong is the villain. There is no dialogue, but context clues from the stages help to establish the character dynamics between the three.

Section #5: (150 pts.) Impact And Reception

Progress: 100%

≡⁄ Task #1 (75 pts.) - Critical and player reception, including reviews and feedback

Progress: 100%

Your Response:

Initial reception from Nintendo of America was apprehensive, but commercially the game was a massive success. It sold roughly 12 million units under the Coleco distribution license and the Game & Watch platform.

Players greatly enjoyed the game, seeing as it was one of the most popular arcade games of all time.

≡⁄ Task #2 (75 pts.) - Game's impact on the gaming industry and its cultural significance

Progress: 100%

Your Response:

Donkey Kong is widely regarded as one of the most important games of all time. It contributed to Nintendo's future success and broke ground in many different areas at the time. It was one of the first to use the "damsel in distress" plot and to use multiple different stages.

There is an active speedrunning scene centered around this game today.

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Section #6: (2 pts.) Reflection

Progress: 100%

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

Progress: 100%

Your Response:

> I enjoyed playing Donkey Kong. It reminded me of another port I used to play on as a kid when I would go to a child-care center at my local gym area. The simplicity & high skill expression is what made the game fun for me.

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≣, Task #2 (1 pt.) - Reflection on the learning experience and ease of research

Progress: 100%

Your Response:

> Information was easy to come by as I conducted my research. I did learn quite a bit about the game as I played and read on Donkey Kong's history & place in the video game industry.

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