Submission Worksheet

Instructions

Step 1: Recommended to use your original choice from the Atari Case Study, but if it's just black and white a different retro game of your choice may be picked (preferably first-generation systems or older).

- 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/

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 GitHub. Upload the PDF to Canvas.

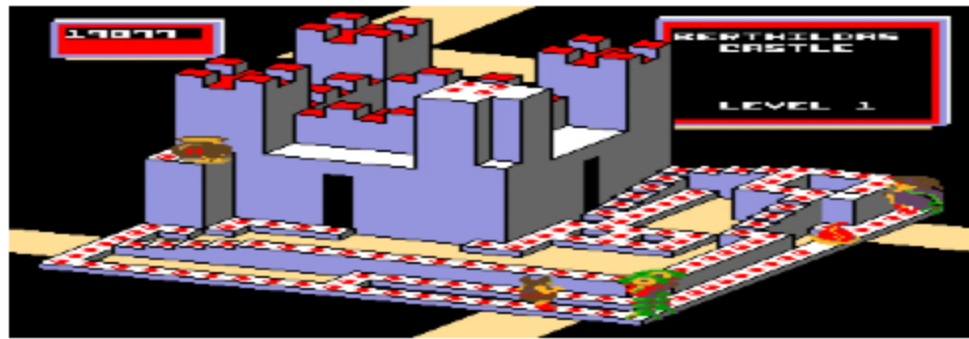# Section #1: (2 pts.) Exploratory Analysis Of Original Game

Task #1 (0.00 / 0.67 pts.) - Color Schemes Identification
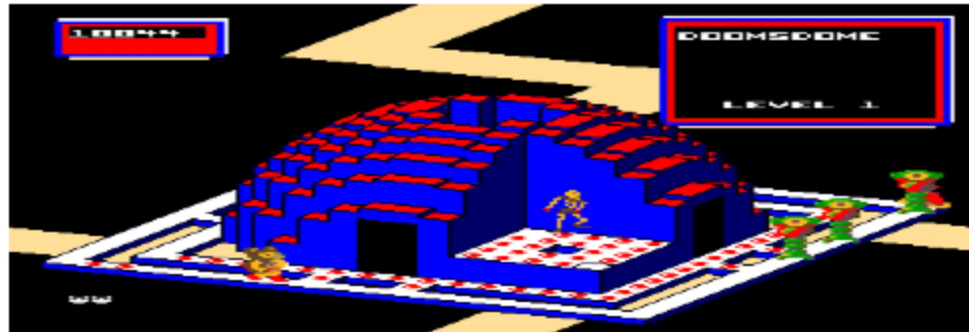
Weight: *33.33%*
Objective: *Color Schemes Identification*

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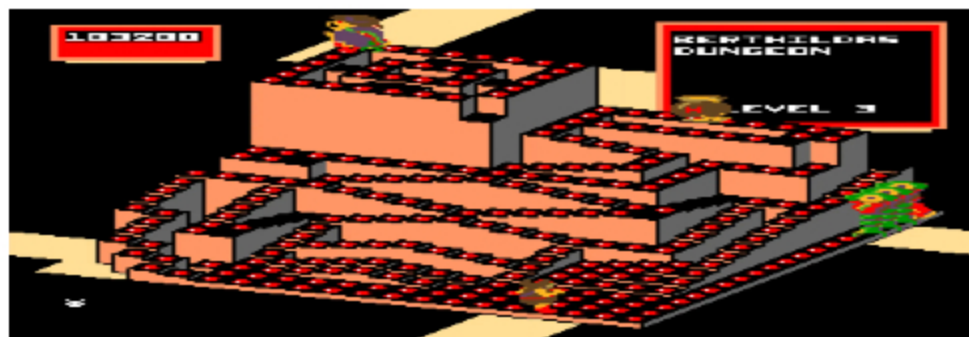Include relevant screenshots of the game. You don't need to go crazy with this but do capture the essence.

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Task #2 (0.00 / 0.67 pts.) - Analyze how these colors contribute to

Weight: *33.33%*
Objective: *Analyze how these colors contribute to the game's atmosphere*

✍ Text Prompt

Your Response:

Your Response:

Crystal Castles features many vibrant colors in both the level design and the characters. It makes me think of how the arcades in real life would look that would usually have this type of game. The bright colors give the game a mystical feel which the artistic designs of the castles further enhance. Many arcade games from this era had a full black background including Crystal Castles, which it contributes to its atmosphere. The full black background contrasts with all the bright colors and adds a surreal feeling of being in a void.

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Task #3 (0.00 / 0.67 pts.) - Compare with a modern equivalent

Weight: *33.33%*

Objective: *Compare with a modern equivalent*

Details:

- Mention the comparison game (can be more than one game)
- Compare the use of color to the modern game and highlight how color usage evolved (or devolved)

≡✎ **Text Prompt**

Your Response:

The color palette of Crystal Castles kind of reminds me of games like Hotline Miami and Katana Zero. Just like Crystal Castles, both games use primarily vibrant colors with contrasting dark backgrounds. Hotline Miami and Katana Zeros color palettes are more saturated and neon.

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Section #2: (2 pts.) Creative Conceptualization For Redesign

Task #1 (0.00 / 1 pt.) - Modern Mood/Theme Proposal via Color

Weight: *50%*

Objective: *Modern Mood/Theme Proposal via Color*

Details:

- Propose a revised mood or theme for the game, justified with a new color scheme
- Explain your choice of colors using color harmony rules (e.g., analogous, complementary)

≡✎ Text Prompt

Your Response:

If I had to revise the mood or theme of the game, I would use cool tones to make it feel more spacious and mystical. Using more greys, blues, dark greens, etc., would contribute to making the atmosphere feel trippy and surreal. Crystal Castles could also benefit from adding more textures to the castle design/walls instead of just being one color. It would enhance the 2D 3D look, comparable to a game like Stardew Valley. The castle design is inspired by the works of M.C. Escher who also depicted castles with a monochromatic wall, but it would still be worth experimenting with. Shadows and contrasting enemies are another important thing to keep in mind for revisions since currently certain enemies blend in too much with certain levels.

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Task #2 (0.00 / 1 pt.) - Narrative Enhancement Through Color

Weight: *50%*

Objective: *Narrative Enhancement Through Color*

Details:

- 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)
- Provide examples/descriptions that illustrate your narrative color choices

≡✎ Text Prompt

Your Response:

Crystal Castles doesn't have a developed narrative but I think leaning into cooler tones could still make the journey feel more mystical. The super

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Section #3: (2 pts.) Design Sketching And Color Application

## Task #1 (0.00 / 1 pt.) - Gameplay Mechanics and Color Integration

Weight: *50%*

**Objective:** *Gameplay Mechanics and Color Integration*

Details:

- Sketch gameplay elements or mechanics enhanced by your new color scheme (excludes interface as it's a different question/task)
- Provide concept art that showcases the updated visual style
- 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.

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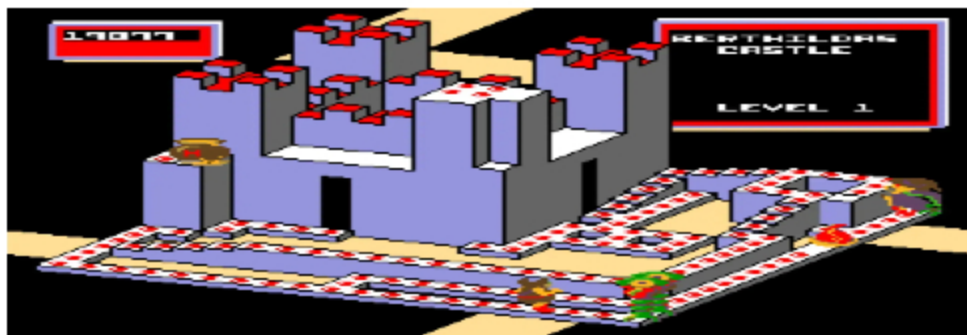
player/enemy visibility is fine on this level
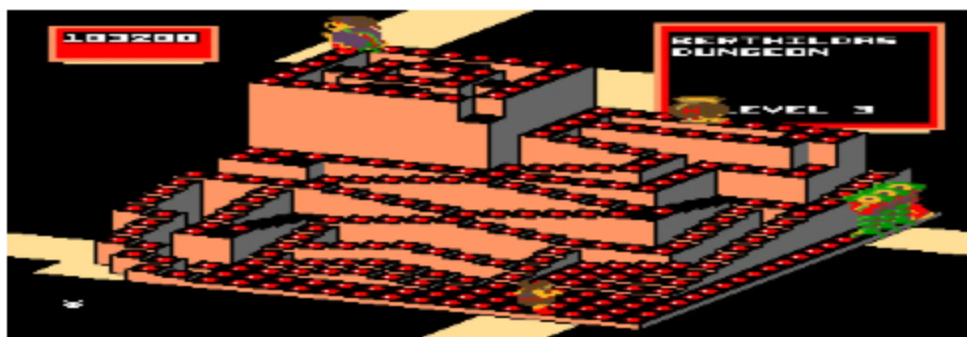
player/enemy visibility is bad on this level

for each level, instead of only the castles changing colors the characters could also change colors to increase visibility

Task #2 (0.00 / 1 pt.) - Explain the choices of your sketches

Weight: *50%*

Objective: *Explain the choices of your sketches*

Details:

- Describe how these color choices affect player interaction and engagement
- Explain the rationale behind each color choice and its expected impact

≡, **Text Prompt**

Your Response:

Changing the colors of enemies based on the color of the level so they don't blend in would make the game less disorienting for all players. Currently in Castle Crashers are a lot of reds mixed with greens so it would immensly help color blind players.

Section #4: (2 pts.) Audiovisual Reimagining And Ui/u x Modernization

Task #1 (0.00 / 0.67 pts.) - Complementary Sound Design

Weight: *33.33%*

Objective: *Complementary Sound Design*

Details:

- Briefly outline how sound design complements the visual color scheme
- Mention if specific audio cues align with color changes or themes (use details)

≡, Text Prompt

Your Response:

> Honestly I wish I could go more in depth on this section but the only time color changes is when levels change. I can't think of any creative/meaningful ways to implement sound design that interacts with the color scheme. I do think after the sound design could use a rework however to make inputs more satisfying.

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Task #2 (0.00 / 0.67 pts.) - UI/UX Color Scheme

Weight: *33.33%*

Objective: *UI/UX Color Scheme*

Details:

- Sketch UI/UX elements highlighting the integration of your new color scheme
- 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.

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Task #3 (0.00 / 0.67 pts.) - UI/UX Color Functionality

Weight: *33.33%*
Objective: *UI/UX Color Functionality*

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

≡, Text Prompt

Your Response:

Color would enhance player feedback and usability by allowing the game to be more accessible and legible. As it stands, there's multiple different characters that have green or red models and blend into the levels with primarily red color schemes. This would be problematic for players with red green colorblindness.

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Section #5: (2 pts.) Reflection

Task #1 (0.00 / 1 pt.) - Reflection on Color Theory in Game Design

Weight: *50%*
Objective: *Reflection on Color Theory in Game Design*

Details:

- Reflect on how the application of color theory principles can transform the player experience
- Discuss challenges faced in applying color theory to a classic game

≡, Text Prompt

Your Response:

Applying color theory to a classic game is difficult for many reasons, often connected to the hardware limitations of the time. Many games from that era have an extremely limited color palette of 16 colors. This alone causes many games from this period to look very similar. On top of that, games back then were

generally pretty minimal in terms of gameplay and length, which would leave little opportunity for color choice without being overstimulating.

Task #2 (0.00 / 1 pt.) - Personal Learning Experience

Weight: *50%*

Objective: *Personal Learning Experience*

Details:

- Share insights gained from this assignment, particularly in relation to color's impact on game aesthetics and mood
- Evaluate the effectiveness of your redesign choices based on color theory

≡ Text Prompt

Your Response:

The in class lesson and personal research reinforced the importance of color palette choice in video games. Using the right colors to fit the mood or evoke emotions, contrasting colors for visibility, and also account for accessibility to all players are all examples of intentional color choice.