

Course: IT265-002-S2025

Assignment: Case Study 1 - Atari

Student: Matthew E. (mje3)

Status: Submitted | Worksheet Progress: 100.00%

Potential Grade: 10.00/10.00 (100.00%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2025/case-study-1-atari/grading/mje3>

# 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: ( 1.5 pts.) Game Overview

Task #1 ( 0.00 / 0.50 pts.) - Game Details - Note the Game's title, de

Weight: 33.33%

**Objective:** *Game Details - Note the Game's title, developer, publisher, platform, genre, and release date*

### ≡ Text Prompt

Your Response:

The game I choose was labled as Labyrinth for the atari 2600. The game I thought that I played, that was labled as Labyrinth on Free 80's arcade, is in fact the game Escape from the Mindmaster. At some point the game was called Labyrinth and either it had its name changed or another game for the Atari 2600 already had that name. The specifics are lost to me. Escape from the mindmaster is the game the webpage links to and the game I will be going over. It was created in 1982 for the Starpath Supercharger addon for the Atari 2600 created by Dennis Caswell.



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## Task #2 ( 0.00 / 0.50 pts.) - History and Industry - Note the historical

Weight: 33.33%

**Objective:** *History and Industry - Note the historical context of the game's release and its place in the industry*

### ≡ Text Prompt

Your Response:

The game has little documentation I have been able to find online, but from what I can find the game was designed to push the Atari 2600 to its limits. The game had the ablitty to multiple loads allowing for a more complex game. This lead to several levels within a maze with several minigames within each. The game also offered a real time timing system as a scoring mechanic.



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## Task #3 ( 0.00 / 0.50 pts.) - Compare the game to similar games of

Weight: 33.33%

**Objective:** *Compare the game to similar games of the time*

### ≡ Text Prompt

Your Response:

This game is within the maze genere that was popular for early systems. This can be seen with games like Maze Craze released in 1980 where you played cops and robbers with ai. While the main thing these two

games share is the maze genere, instead of a bird's eye view of the maze like many others offered, Escape was set in the first person and had the player timed as they tried to make their way through the maze.



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

### Task #1 ( 0.00 / 1 pt.) - Core gameplay mechanics and how they shape

**Weight:** 50%

**Objective:** *Core gameplay mechanics and how they shape the player's experience*

#### ≡ Text Prompt

Your Response:

The core gameplay loop is exploration and puzzle solving. The player is tasked with escaping from the maze in as little time as possible while the strange visuals, puzzles, and difficult looking maze made it hard to see nor tell what was going on.



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### Task #2 ( 0.00 / 1 pt.) - Level design and how it affects gameplay

**Weight:** 50%

**Objective:** *Level design and how it affects gameplay*

#### ≡ Text Prompt

Your Response:

The level design directly affects the gameplay as within the challenge of dodging the various bullet like entities being placed around the map, the game would just be a memorization of the maze game no different then a corn maze. But with the addition of various puzzles to escape each portion alongside various traps the game opens up into a slightly more randomized experience.



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## Section #3: ( 1.5 pts.) Graphic And Audio Design

### Task #1 ( 0.00 / 0.75 pts.) - Game's visual appearance, artistic choices

**Weight:** 50%

**Objective:** *Game's visual appearance, artistic choices, and how they contribute to the experience*

#### ≡ Text Prompt

Your Response:

The game uses a single main color for each level within the maze with darker and lighter variants to convey a sense of 3D. This helps to add a sense of uneasiness and a difficulty in understanding exactly where I am and what I am looking at. The game's appearance was designed to throw off the player and make it difficult to identify key aspects of the maze.



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### Task #2 ( 0.00 / 0.75 pts.) - Sound design, including music and sound effects

**Weight:** 50%

**Objective:** *Sound design, including music and sound effects, and their impact on the game*

#### ≡ Text Prompt

Your Response:

The game has a repeating soundtrack that has become grating and minimal sound effects. After a few minutes of playing I turned off the sound. I would imagine for the time the sound would be very similar to what was presented in other games and they do help add to the game's sense of uneasy and unfamiliarity the game was going for within an unknown maze.



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## Section #4: ( 1.5 pts.) Narrative And Storytelling

### Task #1 ( 0.00 / 0.75 pts.) - Narrative structure, main plot points, and

**Weight:** 50%

**Objective:** *Narrative structure, main plot points, and setting*

#### ≡ Text Prompt

Your Response:

There is not a strict narrative within the game. Instead the box art and name poises the idea that a strange alien creature named the Mindmaster has captured you and forces you to escape from his maze by solving puzzles. The puzzles are directly labeled as intelligence test and there is a strange alien hunter called the alien hunter that impedes your progress. It is safe to assume that the story is supposed to be that the Mindmaster is capturing creatures and forcing them to undergo a deadly intelligence test of some kind within his maze.



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### Task #2 ( 0.00 / 0.75 pts.) - Character development and how it integ

**Weight:** 50%

**Objective:** *Character development and how it integrates with gameplay*

#### ≡ Text Prompt

Your Response:

There is no character within the game that is influence by the game other than the player. The player gets smarter by solving the puzzles within the maze.



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## Section #5: ( 1.5 pts.) Impact And Reception

### Task #1 ( 0.00 / 0.75 pts.) - Critical and player reception, including r

**Weight:** 50%

**Objective:** *Critical and player reception, including reviews and feedback*

#### ≡ Text Prompt

Your Response:

The game seems to have done well, being labled as Flux Magazine's 77th out of 100th best games. But seeing as how hard it was to track down information about the game and it having two names with one overlapping with another game, I wager that the game was not remember as fondly by the world as a whole as I have also never seen a modern redintion nor port of this game as I have with many other classic atari games like Tetris, Brick Break, and more.



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### Task #2 ( 0.00 / 0.75 pts.) - Game's impact on the gaming industry a

**Weight:** 50%

**Objective:** *Game's impact on the gaming industry and its cultural significance*

#### ≡ Text Prompt

Your Response:

I do not think this game alone impacted the industy. I do think it incoroprated ideas that were later standardize such as having a real world timer to time players and using Mutli load. This was an add-on feature that allowed for a second cartridge to be inserted and data to be swaped between. Think of Final Fantasy 7 when it first was released was released on several disk, Mind Master was released on two cartridges.



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## Section #6: ( 2 pts.) Reflection

### Task #1 ( 0.00 / 1 pt.) - Was the game "fun"? What made it fun or not

**Weight:** 50%

**Objective:** *Was the game "fun"? What made it fun or not?*

#### ≡ Text Prompt

Your Response:

I think the game was fun but I would not play it past completion once. I did not complete the game mainly from a lack of time. The game was interesting enough to give it a chance and I enjoyed trying to solve some of the puzzles I came across and learn about what I could, should, and would be prevented from doing. But after awhile I found myself repeating the beginning sections of the game often and was no longer enjoying myself.



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### Task #2 ( 0.00 / 1 pt.) - Reflection on the learning experience and ease

**Weight:** 50%

**Objective:** *Reflection on the learning experience and ease of research*

#### ≡ Text Prompt

Your Response:

I had much difficulty in researching this game due to the conflicting names the game had. Labyrinth was made in historical records on the game. Most of the information I was able to source was found through public archives of now defunct Atari chatrooms.



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