

Submission Worksheet

Course: IT265-002-S2025

Assignment: Case Study 1 - Atari

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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/rmd2>

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: 20.00%

Weight: 33.33%

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

≡ Text Prompt

Your Response:

- Title
 - Bowling
- Developer
 - Atari, Inc.
- Platform
 - Atari 2600
- Genre
 - Sports, simulation
- Release Date
 - January 26, 1979



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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:

Bowling, released in 1979 was part of Atari's shift toward year-round game releases under Ray Kassar, the company's new president at the time. While it was not the first of its kind, they wanted to innovate from their competitors like Fairchild and RCA who had made bowling games in the past. These games were simple, so Larry Kaplan (who would later found Activision) designed this version of the game to be more dynamic; introducing player movement and ball steering. This added a new layer of interactivity and raised the bar for sports video games, strengthening the diversity and innovation of Atari's game library. This game and others released around this time were an important step in the evolution of both sports and simulation video games.



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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

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Your Response:

Bowling for Atari aligned with other sports titles Atari was trying to push around the same time period; the concepts were mostly the same. Like Basketball, Home Run, and Golf, they aimed to simulate real-world sports within the console's limitations. Bowling is a bit more in-depth gameplay-wise, as there are many different strategies to achieve the same goal (of scoring high). You can position your player in many different spots and also steer the direction of the ball, which requires a bit more skill than other sports Atari games. Another thing that separated this game from other sports/simulation games of the time is the fact that it is turn-based and not real-time competition. Rather than relying on reflex, it was much slower-paced, offering an advantage to those who are more strategic than those with good reaction times. Overall, Bowling fit in with other sports titles of its time, offering more calculated gameplay while still keeping the simplicity and unique fun in Atari fashion.



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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

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Your Response:

In Bowling, the player controls a bowler which can move left and right along the foul line before pressing a button to throw the ball at the pins. In some modes of the game, you can steer the ball left or right after it is released, offering more unique controls over the ball's path from different release positions. The game follows standard bowling rules, with ten frames, and two shot attempts to knock all ten pins down per frame (except on the tenth, where you are awarded a bonus throw for strikes or spares). There are different modes, in which you can either steer the ball in one direction only one time, steer the ball in both directions as many times as desired, or not be able to steer the ball at all. These different modes align with typical real-life bowling strategies, where some people curve the ball and some people throw it straight down the lane.

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

Weight: 50%

Objective: *Level design and how it affects gameplay*

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Your Response:

The level design is very intuitive and easy to grasp; you can see the player, ball and pins all in the same view. On the top, you can see your score, and whether you opened or marked a frame (didn't knock all pins down in two attempts vs. striking or sparing). Furthermore, the animations of the pins being knocked down helps the player learn how to hit the pin in such a way that offers the best domino effect to knock all the pins down, making it super easy to adapt and improve.

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:

Like other Atari 2600 games, Bowling has simple, blocky graphics with basic animations for all the assets. Though a lane and foul line are not depicted, one can make out the general premise of the game, with an easily identifiable person, ball and pins, that are animated in such a way that you can make out how the balls and pins interact to play the game properly (if you for some reason, don't know what bowling is).

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:

There is no background music in the game, but there are sound effects for everything. When you roll the ball down the lane, there is a loud, repeating thudding sound, depicting that the ball has got some decent weight to it. When the ball strikes the pins, a high pitched note plays, showing that the pins are light. No sound effects play for open frames, but when the player spares, a short chime is played and the character jumps seemingly out of joy, showing that spares are rewarded. Upon striking, a longer jumping animation and a longer victory chime plays, to show that strikes are even better. This effectively conveys the rules and captures the essence of bowling, making it a great game for both bowlers or non-bowlers.



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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 setting

Weight: 50%

Objective: Narrative structure, main plot points, and setting

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Your Response:

There really is no narrative or plot for this game.



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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*

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Your Response:

There really isn't any character development in this game.



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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*

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Your Response:

This game was praised as "an enjoyable version of a sport that is perfectly suited to the video arcade format" by Video magazine in its "Arcade Alley" column. Reviewers noted the graphics and automatic frame-by-frame scoring as "one of the game's best points". In Creative Computing, one of the earliest magazines covering the microcomputer revolution, they complimented the game, noting the sound effects made it lively.



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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*

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Your Response:

Bowling was one of many sports titles Atari put out to help diversify the 2600's library past just arcade-style or action games. As bowling was a popular pastime across many different age groups, it appealed to many, helping make video games a household activity for both families and casual players. While the game itself wasn't really revolutionary as other 2600 games, it certainly played an important role in expanding the appeal for video games in the realm of sports/simulation and home entertainment in general.



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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:

The game was fun; being a bowler myself, it was cool to see how accurately they were able to represent the sport with such limited technology. It wasn't as simple as just pressing a button and watching pixels move on the screen; I genuinely felt somewhat immersed in the actual gameplay for the fact that I could do what I did in real life in the game.



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

Weight: 50%

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

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Your Response:

Researching this game made me appreciate the subtleties in many modern games I play today, and has also given me an itch to research other older titles, just to see the evolution of game architecture and design. While I have only really been interested in games and consoles I've owned, reflecting on this assignment has made me ponder what I've been missing out on.



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