

Course: IT265-002-S2025

Assignment: IT265 Case Study - Personal Choice

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Status: Submitted | Worksheet Progress: 100%

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/it265-case-study-personal-choice/grading/rmd2>

Instructions

Step 1: Pick a game you plan to analyze

Step 2: Playtest your game choice (or review streamers playing the game)

Step 3: Analyze, research, and review your chosen game. Collect resources (website links, etc that you used during the exploration) include these with the responses in the related sections. Fill in the responses of the below prompts/checklist/etc.

Step 4: Export the PDF. Upload it to Github and upload the same PDF to Canvas.

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Section #1: (1.25 pts.) Game Overview

100%

Task #1 (0.63 pts.) - Historical Context and Game Description

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Weight: 50%

Objective: *Historical Context and Game Description*

Details:

- Game's title, developer, publisher, platform, and release date.
- Historical context of the game's release and its place in the industry.
- Game's genre and how it compares to similar games of the time.

Your Response:

1. Title: Tekken Tag Tournament
2. Developer: Namco

3. Platform: Arcade (1999), then PS2 (2000)

4. Genre: Fighting

This game was the first in the Tekken series to be released on PS2. It was a big milestone, as it was a giant leap in graphics, as well as mechanics, as they introduced a tag system that allowed players to switch between two characters mid-match. For the time, it was fresh and exciting; they were not the first to introduce a tag system but it was still rarely seen. When compared to other games of the time, it stood out for its fluid 3D movement, large and diverse roster of characters, as well as dynamic gameplay that came from the tagging system.



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Task #2 (0.63 pts.) - Gameplay Mechanics

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Weight: 50%

Objective: *Gameplay Mechanics*

Details:

- Discuss the core gameplay mechanics and how they shape the player's experience.
- Explain how players control the game and interact with it.
- Identify and describe any unique aspects or creative elements in the game's gameplay.

Your Response:

The core gameplay in Tekken Tag Tournament revolves around 1v1 fighting using two characters on each team. Players must strategically decide whether to continue using their active character or tag out. Well-executed tags can be defensive, if used to evade danger, and offensive, if used to extend a combo for more damage. This mechanic of switching characters at the right time is important, as a match is lost once either of the player's two characters is knocked out.

Players control their characters using either the D-pad or analog stick, with separate buttons assigned for different punches and kicks: each button controls a limb typically, though, combinations of buttons and movements can come together to form other moves or grabs, contributing to the game's massive movelist. Compared to other games of the time, this one was more grounded and realistic; the physics, animations and fighting styles were more fluid and believable than games like Street Fighter, King of Fighters, and Soul Caliber.



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Section #2: (1.25 pts.) Software Architecture And Technology

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Task #1 (0.63 pts.) - Technical Framework

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Weight: 50%

Objective: *Technical Framework*

Details:

- Describe the game engine and any special software (middleware) used to make the game. Explain why these were important for making the game work.
- List the programming languages and software tools used to build the game. Discuss how these tools helped in creating the game's features.

Your Response:

The game was originally developed on Namco's System 12 arcade board, which had the same engine as Tekken 3, the game's predecessor. This was for the arcade version, while the ported home console version received upgraded graphics due to better hardware.

The game was primarily programmed using C++, which was the standard for high-performance games at the time. I could not find much on the proprietary development tools Namco used to create their models, textures or gameplay code.



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Task #2 (0.63 pts.) - Innovations and Challenges

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Weight: 50%

Objective: *Innovations and Challenges*

Details:

- Identify and describe any new or unique technical features in the game. Explain how these features made the game different or improved it.
- Discuss any major difficulties the developers encountered while making the game. Describe how they solved these problems.

solved these problems.

Your Response:

As mentioned before, Tekken Tag Tournament included the tag-team system, which was new to the franchise, and though not the first of its kind to have this, it made the game that much more strategic and enjoyable. Additionally, the graphic leap compared to previous titles made this game extremely pivotal to the future of the game's aesthetics.

A cool feature about this game in particular is that they added a lot more moves to each character, and certain combinations of characters gave access to special moves, stances, and combos, being reminiscent of the series-running lore, and adding another depth of immersion.

A challenge they ran into was porting the arcade experience to the PS2, which had completely different and newer hardware. They apparently had to rebuild a lot of the assets while enhancing them, ensuring that they were staying true to the arcade edition.



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Section #3: (1.25 pts.) Gameplay Mechanics And Level Design

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Task #1 (0.63 pts.) - Mechanics Analysis

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Weight: 50%

Objective: *Mechanics Analysis*

Details:

- Explore and describe the main rules and actions that players use in the game. Explain how these core mechanics define the game's playstyle.
- Discuss how the game's core mechanics keep players interested and involved. Describe the ways these mechanics make the game fun or challenging.

Your Response:

The main rules are simple: each player chooses two characters, one that starts and one in reserve to tag out when desired. Players can change this lineup last second by holding tag before the match preview screen displays. As soon as one of a player's character's health is fully depleted, they are knocked out and the round is lost. By default, the first player to two rounds is victorious. In rare instances, double K.O.'s can occur when

is lost. By default, the first player to two rounds is victorious. In rare instances, double K.O.s can occur when both characters manage to deliver fatal blows at the exact same time. In the extremely rare occasion that this happens for every round, a draw is declared. To encourage action, there is also a round timer of 60 seconds, and a round counter to show progress to victory.

What keeps players engaged is the variety of character matchups, complex movelists, and the addition of the Rage system, which gives a comeback opportunity by boosting a character's attack power when their teammate is low on health (this would be added to future titles). The game also offers cinematic endings that contribute to the series' lore, which can be entertaining to both new players and long-time fans.



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Task #2 (0.63 pts.) - Level Design

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Objective: *Level Design*

Details:

- Describe the design of the game's levels or environments. Focus on the layout, obstacles, and visual elements, and how they contribute to the game's setting.
- Explain how the level or environment design affects the way players play the game. Discuss how these design choices impact the overall experience, such as creating challenges, guiding the player, or setting the mood.

Your Response:

The stage in this game captured a wide variety of environments and cultures, presented in an immersive and visually engaging way. Unlike the majority of fighting games out at the time, Tekken had side-stepping into the background and foreground, which allowed for completely different moves based on the direction of opponents, and a much more immersive 360 degree view of the environment.

While this title did not include interactive stage elements (this would be in the following title, Tekken 4), the backgrounds and music created a unique atmosphere. Many characters had stages tied to their storylines, and some endings even used these stages for the setting. Combined with specific music in a soundtrack with a variety of emotions, the environment was super immersive and gave tons of personality to each fight.



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Section #4: (1.25 pts.) Graphic And Audio

Design

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Task #1 (0.63 pts.) - Graphic and Audio Design

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Weight: 50%

Objective: *Graphic and Audio Design*

Details:

- Describe the game's visual appearance and the artistic choices made. Discuss elements like color, art style, and thematic consistency, and how they contribute to the game's overall look and feel.
- Discuss the design of the game's characters and environments. Focus on aspects such as realism, creativity, and how they fit within the game's world. Explain how these designs enhance the player's immersion in the game.

Your Response:

The art in this game blended realistic character models with flashy and vibrant environments. Boasting more detailed costumes, lifelike animations, and smooth visuals, this title felt next-generation compared to its predecessor. Even the hit particles were upgraded to feel more impactful, such as lightning charges.

The art style blends realistic human characters with anime-influenced exaggeration, making the characters seem larger than life without really scraping the cartoonish side of it. Fighters' looks are tied directly to their fighting style and lore; martial artists can boast their gis/traditional outfits, wrestlers wear their masks and costumes, and even supernatural characters like Devil or Yoshimitsu have fantastical elements that still fit the tone of the game and don't seem too out of place. The attention to detail, visually reinforcing who they are and how they fight, helps characters quickly understand and connect with the characters. These visual decisions all work to create a super memorable and immersive experience.



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Task #2 (0.63 pts.) - Audio Design

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Weight: 50%

Objective: *Audio Design*

Details:

- Examine the game's sound design, focusing on the music and sound effects. Describe how they are used and their quality. Discuss any memorable or unique audio elements in the game.
- Explain how the game's audio contributes to its overall mood and setting. Discuss how sound and music influence the player's emotional response and enhance the gaming experience.

Your Response:

Attacks in this game had heavy and satisfying sound effects, making each hit feel impactful. Even throws, which don't make much sound in real life, were able to be made like they were extreme. The soundtrack in this game leaned into techno/electronic music (with some other genres), with each stage having a distinct, yet fitting track. The music would impact the emotional energy of matches, with some stages being loud and exciting with catchy beats, and others having very eery and ambient tracks.



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Section #5: (1.25 pts.) User Interface And User Experience

Task #1 (0.63 pts.) - User Interface and User Experience

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Weight: 50%

Objective: *User Interface and User Experience*

Details:

- Describe the layout of the game's user interface (UI) and how it functions. Discuss elements like menus, icons, and on-screen prompts, and how they help players navigate and understand the game.
- Evaluate how well the game's UI communicates important information to players. Discuss aspects such as clarity, readability, and the ability of the UI to provide necessary game details without overwhelming or confusing the player.

Your Response:

This game was on the simpler side of UI compared to other titles in the series; the main menu is just a black screen with a giant logo of the game, and a scroll wheel displaying all the modes. As with the other titles, the matches are pretty clean and intuitive, with health bars, character portraits, timers, and round characters all at the top and easily digestible at a quick glance. They utilize colors well to show damage being done, recoverable health, as well as when teammates are in Rage mode. This makes it easy for players to understand the flow of the fight, even in fast-paced combat with lots of tagging.

understand the flow, and the fighting even in fast-paced combat with lots of tagging.

The UI overall emphasizes function over aesthetic, which I think aligns well with the game, as it was super easy to just select your characters, get into an epic fight, and do it all over again. Casual and competitive players are supported in their design decisions, as they only show essential information in a way that doesn't interrupt the gameplay at all.



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Task #2 (0.63 pts.) - UX Analysis

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Objective: UX Analysis

Details:

- Discuss the overall feel of playing the game, focusing on how different aspects of the game contribute to the player's experience. Analyze how these elements, such as ease of use, game flow, and feedback, affect the gameplay.
- Evaluate the design decisions made to enhance the player's experience. Consider factors like tutorial design, learning curve, and player engagement. Discuss how effective these choices are in making the game enjoyable and accessible to players.

Your Response:

This game felt smooth and responsive to play, both when I first started the game, and to this day. Mastering the movelists for some characters could take tons of time, but there were also some beginner-friendly characters that made early success kind of achievable. People could spam some attacks to get quick wins, but advanced players or people with good pattern recognition could probably figure out how to mitigate that. There was not really a tutorial, but you can learn a lot by just playing the game.



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Section #6: (1.25 pts.) Narrative And Storytelling

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Task #1 (0.63 pts.) - Narrative Structure

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Weight: 50%

Objective: *Narrative Structure*

Details:

- Describe the game's story, including its narrative structure, main plot points, and the setting in which it takes place. Discuss how these elements come together to create a cohesive and engaging story.
- Analyze the storytelling techniques used in the game, such as dialogue, cutscenes, or environmental storytelling. Evaluate how effectively these techniques convey the story and engage the player.

Your Response:

This game is not part of the canonical timeline, though it is able to deliver a surprisingly good narrative experience. As I mentioned earlier, characters are easy to understand, based on their appearance and animations, but players can also understand a lot from seeing character-specific endings and lore-based interactions/animations. Rather than a singular, overarching story, this game focuses on individual narratives; each character gets an ending that reveals a little about their personality, motivations or unresolved conflicts, whether that may be internally or with others. Though these endings might be more meaningful to long-term fans, some of them offer humor or action to cater to any player.



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Task #2 (0.63 pts.) - Character and Integration

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Objective: *Character and Integration*

Details:

- Discuss the development of the game's characters. Describe their roles within the story, their personalities, and how they evolve throughout the game. Consider how the characters contribute to the overall narrative.
- Examine how the game's narrative and characters are integrated into the gameplay. Discuss how story elements are woven into the game mechanics and how this integration affects the player's experience.

Your Response:

The characters in incredibly diverse in terms of fighting styles, backgrounds, and narrative themes. One of the best things about this game is that it pulls over 30 characters from across the franchise, acting as kind of a reunion of all the fan favorites from multiple generations. Each of them feels distinct, from visual design and personality to moveset. There are traditional martial artists like Jin and Hwoarang, sporting their fighting gear, characters like King, who is dressed as a masked wrestler and Opa, a scientist for beating heart, but the

characters like King, who is dressed as a masked wrestler, and Ogre, a gigantic fire-breathing beast, but the cast all feels like they belong in the same universe. Aesthetics aside, the characters are also developed by showing interpersonal interactions between rounds and during cutscenes.

In the main gameplay, when you choose Arcade Mode, the last couple stages are unique to each character, showing that they might be related in a way. Certain character pairs have unique tag animations and moves, suggesting history, rivalry, or even partnership. As you play the game more and more as a non-Tekken fan, you start to pick up on all the nuances of the lore, creating a non-intrusive story mode in a way.



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Section #7: (1.25 pts.) Impact And Reception

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Task #1 (0.63 pts.) - Reception and Impact

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Weight: 50%

Objective: *Reception and Impact*

Details:

- Research and summarize how the game was received by critics and players. Include key reviews, ratings, and player feedback. Discuss any notable praise or criticism the game received.
- Analyze the game's impact on the gaming industry. Discuss how it may have influenced game design, trends, or inspired other games. Consider any lasting effects it has had on the industry.

Your Response:

I was not born when the game was released, but from my research, the game received critical acclaim and strong fan approval. It was praised for its new tech—visuals, animations, and framerate in this game were beyond what many other fighting games had achieved around the same time. I talked to my dad about it, who was around for its release, and he considered it a defining title for the PS2.

It had high ratings on many publications like IGN (9.4/10) and GameSpot (8.7/10), showing the game's innovation in mechanics and graphics. With easily understandable and fluid controls, a giant roster, and design to be easily replayable, this game was a hit among hardcore and casual players. Though some critics noted the lack of a more in-depth narrative mode (myself included), it's generally agreed upon that the game delivered where it counted.



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Task #2 (0.63 pts.) - Cultural Significance

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Objective: *Cultural Significance*

Details:

- Examine the game's cultural significance and the legacy it has left behind. Discuss how the game has been remembered over time and its status in the gaming community.
- Describe the game's presence and representation in media, such as films, books, or online content. Discuss its role in fan communities and any influence it has had on broader cultural aspects, such as art, music, or social trends.

Your Response:

The game holds a pretty unique place in gaming history; many remember it as one of the most nostalgic entries in the franchise, due to it containing so many revolutionary features for its time, and it still holds up entertainment-wise to this day. The game definitely influenced how future games approached tag mechanics and character synergy, and it's still discussed to this day in fan discussions and other forums. Some fans even say it is one of the most iconic titles in the series.

But in a broader sense, it promoted the idea of team-based matchups and trying out different pairings and strategies in fighting games, helping lay the groundwork for a more theory-oriented and competitive scene. It remains beloved to this day, as it was considered the last "pure" arcade-style Tekken before the franchise pivoted to a more storytelling and strictly competitive direction. This game was loved so much so that they made a sequel over a decade later, Tekken Tag Tournament 2, which came out on XBOX 360, PS3, and even Wii U of all consoles.



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Section #8: (1.25 pts.) Reflection

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Task #1 (0.63 pts.) - Describe your personal experience playing the

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Objective: Describe your personal experience playing the chosen game

Details:

- Was it "fun"? What made it fun or not fun?
- Is this genre/game-type aligned with personal interests?
- What made you pick this game? Was it a good choice?

Your Response:

This was probably one of the first games I remember playing in my life, and while I don't remember specifics, I do remember having a lot of fun as a young child. This genre didn't really align with me then or now, but there's something about it that is just so captivating; I don't know if it's the colors or the intuitiveness but it was all satisfying. I think I made a good choice picking this game, as delving deep into the history of my earliest memories, now understanding it technologically, was really insightful into how much attention goes into games.



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Task #2 (0.63 pts.) - Assignment Reflection

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Objective: Assignment Reflection

Details:

- What interesting or new "thing(s)" did you learn during your research and analysis?
- Did you find it was easy to come across the information you were looking for? What was your primary means of research/analysis?

Your Response:

Something interesting I learned during this research was how much of a pain it was for Namco to port this game into a PS2 launch title. I didn't really realize how big of a leap it was to switch from arcade hardware to PS2 architecture; I figured it was just port the game over and the graphics get better, like some sort of upscaling. They actually went and re-did a lot of the assets, which sounds like a ton of effort. It was relatively easy to find information about the game, since it's well-documented, people have done a ton of reviews of it, and people still love to revisit the game today.

Sources (because I forgot to include them all as I went):

https://en.wikipedia.org/wiki/Tekken_Tag_Tournament <https://www.theouterhaven.net/2015/12/bring-it-back-tekken-tag-tournament-2000/> <https://gamingrespawn.com/retro/35970/retro-respawn-tekken-tag-tournament/> <https://www.cbr.com/tekken-tag-tournament-should-return/> <https://www.cbr.com/tekken-tag-tournament-best-in-franchise/>

[journalenotes.com/franchise/](#)



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