

Course: IT265-002-S2025

Assignment: Case Study 1 - Atari

Student: Joseph C. (jpc76)

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/jpc76>

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: 66.67%

Weight: 33.33%

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

≡ Text Prompt

Your Response:

The game Boxing for Atari was developed by Bob Whitehead. The publisher was Activision and the platforms are currently Microsoft Windows, Xbox 360, and of course the Atari 2600. The genre its considered is a fighting, sports, and simulation. The release date was July 1980.



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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 historical context of the games release was being one of the first games Activision ever developed/published. The game was praised by critics at the time and had Activision stand out within the gaming industry.



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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:

I feel the game stands out as I am honestly able to make out whats happening, as with a lot of old Atari games I have a hard time making out what the developer was going for since of the resolution and art design capable at the time. I also find it enjoyable due to it being able to be two player.



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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 the player's experience

Weight: 50%

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

≡, Text Prompt

Your Response:

The game is rather simplistic you have one button which is to punch and you are able to move your character up, down, right, and left. You are supposed to punch the enemy character and try to evade his attacks. Due to how limited it is there is not much strategy though I feel this game can get quite competitive in two player due to reaction speeds.



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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 design is a simple box pitting both players against each other, there is not much to go which is important as it is trying to simulate an actual boxing match.



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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 appearance is quite basic and both players stand out, as one player is black and the other is white making it easy to tell them apart. I feel this was intended.



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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 sound design is quite simple as it is on the Atari. There is just basic noises like punching but it does feel uncanny as games now-a-days seem to have an asset for asset, and I find myself having to mute most games due to all the sound assets shoved in.



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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 really is no story here its just a basic game of boxing.



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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 is no character development as its just a boxing simulation 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*

Text Prompt

≡ Text Prompt

Your Response:

There were a couple reviews by the magazine "Arcade Alley" for the game. They made some remarks of Activision as well, "demonstrat[ing] Activision's willingness to strike out boldly in new directions".



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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:

The game set a strong precedent for games to come as one reviewer praised it for not being overly complex, which I feel paved the way for causal games. Also creating a good foundation for Activision as a whole.



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Section #6: (2 pts.) Reflection

Task #1 (0.00 / 1 pt.) - Was the game "fun"? What made it fun or no

Weight: 50%

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

≡ Text Prompt

Your Response:

Yes, its quite simple and fun to play with a friend. I can see myself playing a couple rounds with my brothers.



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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*

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Your Response:

It was quite easy to find the game on the websites you provided and Wikipedia as well as other websites had some good indepth knowledge about it. I had no issues with this assigiment.



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