

# Submission Worksheet

## Submission Data

**Course:** IT265-002-S2026

**Assignment:** Case Study 1 - Atari

**Student:** Jonathan M. (jmm93)

**Status:** Submitted | **Worksheet Progress:** 100%

**Potential Grade:** 604.00/604.00 (100.00%)

**Received Grade:** 0.00/604.00 (0.00%)

**Started:** 2/8/2026 3:04:28 PM

**Updated:** 2/8/2026 3:24:09 PM

**Grading Link:** <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/grading/jmm93>

**View Link:** <https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/view/jmm93>

## 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: ( 150 pts.) Game Overview

Progress: 100%

⇒ Task #1 ( 50 pts.) - Game Details - Note the Game's title, developer, publisher, platform, genre, and release date

Progress: 100%

Your Response:

Title: Boxing Developer: Activision, Bob Whitehead Publisher: Activision Platform: Atari 2600 Genre: Sports Release Date: 1980



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Progress: 100%

### ☞ Task #2 ( 50 pts.) - History and Industry - Note the historical context of the game's release and its place in the industry

Progress: 100%

Your Response:

Atari Boxing was one Activision's first games they created which allowed them to turn into the major player in the video game industry today. This game also tried a new perspective, top down which was rare for the time. It laid the ground work for fast-paced arcade games.



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Progress: 100%

### ☞ Task #3 ( 50 pts.) - Compare the game to similar games of the time

Your Response:

Similar games of the time like Atari Football or basketball focused on a simpler version of the real sports while boxing focused just on the 1:1 combat of the players. This made boxing feel more competitive because it was just you and the other player and a simple scoring mechanic.



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Progress: 100%

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

### ☞ Task #1 ( 1 pt.) - Core gameplay mechanics and how they shape the player's experience

Progress: 100%

Your Response:

Boxing uses very simple mechanics. It just has simple movement and directional

Boxing uses very simple mechanics. It just has simple movement and directional punching. The player must line up their shot to hit their target and be careful of getting hit. This makes the game feel like pureskill and timing than anything else.



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

Progress: 100%

Your Response:

The level design is just a box. It is simple and self explanatory. the player cannot leave the box and must defeat their opponent inside the bounds. It prevents the player from infinitely running.



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## Section #3: ( 150 pts.) Graphic And Audio Design

Progress: 100%

### ⇒ Task #1 ( 75 pts.) - Game's visual appearance, artistic choices, and how they contribute to the experience

Progress: 100%

Your Response:

Atari boxing uses simple graphics with simple lines outlining the boxing ring and minimal pixels for the characters. The colors make it really simple to understand. Anything white belongs to the white character and anything black belongs to the black character. It makes it easy to follow along and keep track of what belongs to you. Keeping it simple makes the game so easy to understand and follow.



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### ⇒ Task #2 ( 75 pts.) - Sound design, including music and sound effects, and their impact on the game

Progress: 100%

Your Response:

Boxing has a limited range of sounds, there is no background music and only effects for punching and moving. The most notable sounds are when you score and hit the target and when you get blocked and don't score a point. This makes it rewarding to hear a sound when you interact with the character.



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## Section #4: ( 150 pts.) Narrative And Storytelling

Progress: 100%

- ⇒ Task #1 ( 75 pts.) - Narrative structure, main plot points, and setting

Progress: 100%

Your Response:

Boxing has no narrative or plot points. The entire point of the game is to defeat your opponent and win. The setting is in a boxing ring with your opponent and the only objective is to win.



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- ⇒ Task #2 ( 75 pts.) - Character development and how it integrates with gameplay

Progress: 100%

Your Response:

There is no character development. The only thing the characters are doing are punching and getting punched.



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## Section #5: ( 150 pts.) Impact And Reception

Progress: 100%

- ⇒ Task #1 ( 75 pts.) - Critical and player reception, including reviews and feedback

Progress: 100%

Your Response:

People really enjoyed the competitive nature of the game and how simple it was. Additionally the two player local aspect made it stand out among the sports genre. Reviews cited the top down perspective make the game engaging and captivated people despite its very simple visual style.



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## ⇒ Task #2 ( 75 pts.) - Game's impact on the gaming industry and its cultural significance

Progress: 100%

Your Response:

The game showed that the competitive gameplay would be successful in video games and it also showed that third party developers could make games and it would become more accepted to have a third party make the games.



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

Progress: 100%

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

Progress: 100%

Your Response:

The game was fun and really simple. The simplicity was what made it fun because its so easy to get into it and so easy to understand.



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

Progress: 100%

Your Response:

It was fun to research a retro atari game and see how their games were compared to the AAA games we have of today and the hyper realism that is being pushed in most games.



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