

Course: IT265-002-S2025

Assignment: IT265 Case Study - Color Theory

Student: Fernando M. (frm3)

Status: Submitted | Worksheet Progress: 100.00%

Potential Grade: 10.10/10.00 (101.00%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2025/it265-case-study-color-theory/grading/frm3>

Instructions

Step 1: Recommended to use your original choice from the Atari Case Study, but if it's just black and white a different retro game of your choice may be picked (preferably first-generation systems or older).

- For reference, here are the links from the prior assignment:
- <https://www.free80sarcade.com/all2600games.php>
- <https://games.aarp.org/category/atari-games>
- <https://playclassic.games/games/action-atari-2600-games-online/keystone-kapers/play/>
- <https://www.tripletsandus.com/play-classic-80s-arcade-games/play-atari-2600-video-games/>

Step 2: Analyze the color/design further and come up with a modernized sketch/outline/etc per the below tasks. I understand not everyone is an artist (neither am I) hence the goal of these are sketches, but you're free to be more elaborate.

Step 3: Save the worksheet. Export the PDF. Upload it to GitHub. Upload the PDF to Canvas.

Section #1: (2 pts.) Exploratory Analysis Of Original Game

Task #1 (0.00 / 0.67 pts.) - Color Schemes Identification

Weight: 33.33%

Objective: *Color Schemes Identification*

Details:

Include relevant screenshots of the game. You don't need to go crazy with this but do capture the essence.



Image of the game before being loaded. Inactive until you flip the game reset switch.



Game turned on now has a blue-greenish color, and you can move your character.



Example of one of the enemies you can find in the mines. They come in a variety of colors, but maintain the same sprite.



An example of the screen after killing an enemy with a mine. The game will flash a variety of colors—red, blue, green, & yellow



Task #2 (0.00 / 0.67 pts.) - Analyze how these colors contribute to

Weight: 33.33%

Objective: *Analyze how these colors contribute to the game's atmosphere*

≡ Text Prompt

Your Response:

The blue-green of the maze gives off an underwater cave feeling, or some feeling of energy that contributes to the pace and the environment (water flooding in as a punishment for time taken). Red on the map after being defeated gives a feeling of danger or loss. The enemies coming in different colors matches with the story of it being aliens invading the colony, while also allowing them to be easily identifiable. Our character being a robot matches with the gray. Overall gives a high energy feeling as if you were really under attack.



Saved: 2/22/2025 4:38:28 PM

Task #3 (0.00 / 0.67 pts.) - Compare with a modern equivalent

Weight: 33.33%

Objective: *Compare with a modern equivalent*

Details:

- Mention the comparison game (can be more than one game)
- Compare the use of color to the modern game and highlight how color usage evolved (or devolved)

≡ Text Prompt

Your Response:

A modern equivalent would be something like Halo, which includes monsters of varying colors with highly futuristic settings. Often sporting a blueish color for energy and enemies, it gives a sense of urgency when playing campaign or multiplayer. I think there are some inclusions of high contrast red for enemies that give the same effect of being dangerous.



Saved: 2/22/2025 5:16:44 PM

Section #2: (2 pts.) Creative Conceptualization For Redesign

Task #1 (0.00 / 1 pt.) - Modern Mood/Theme Proposal via Color

Weight: 50%

Objective: *Modern Mood/Theme Proposal via Color*

Details:

- Propose a revised mood or theme for the game, justified with a new color scheme
- Explain your choice of colors using color harmony rules (e.g., analogous, complementary)

≡, Text Prompt

Your Response:

Could have chosen yellow and purple, which are complimentary and give the same energy effect. Robot would stay the same, and aliens could be more red and blue. This would provide a more intense theme via yellow having a higher intensity, along without using more cool colors like blue or green, (which can be associated with rest). However, this may make the game a lot more stressful for the player.



Saved: 2/22/2025 7:45:38 PM

Task #2 (0.00 / 1 pt.) - Narrative Enhancement Through Color

Weight: 50%

Objective: *Narrative Enhancement Through Color*

Details:

- Explain how color can be used to enhance storytelling within the game (this may be a stretch in some cases, but answer it the best you can)
- Provide examples/descriptions that illustrate your narrative color choices

≡, Text Prompt

Your Response:

Well in the case of the narrative, the new yellow theme would mirror a more intense invasion of the caves. This

offers an idea where the cave colors could represent intensifying stages of the siege on the Mines of Minos. It could progress from the normal blue to yellow to orange, with the death screen being the appropriate complimentary color.



Saved: 2/22/2025 8:37:05 PM

Section #3: (2 pts.) Design Sketching And Color Application

Task #1 (0.00 / 1 pt.) - Gameplay Mechanics and Color Integration

Weight: 50%

Objective: *Gameplay Mechanics and Color Integration*

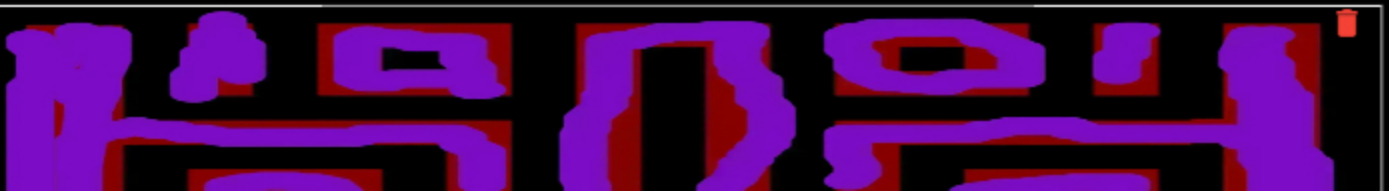
Details:

- Sketch gameplay elements or mechanics enhanced by your new color scheme (excludes interface as it's a different question/task)
- Provide concept art that showcases the updated visual style
- If using physical sketches, can use a scanner or phone photo to capture. It's recommended to also add the original to github as this upload process may not do the original work(s) justice.

Image Prompt



Essentially the same image, just with yellow walls. Lack of precision here because of track pad.





Saved: 2/23/2025 11:06:51 AM

Task #2 (0.00 / 1 pt.) - Explain the choices of your sketches

Weight: 50%

Objective: *Explain the choices of your sketches*

Details:

- Describe how these color choices affect player interaction and engagement
- Explain the rationale behind each color choice and its expected impact

≡ Text Prompt

Your Response:

As described before changing the color scheme in this way keeps the same cost, but also creates higher energy for the level, increasing intensity of the gameplay. It may also stress out the player more as they travel the neon yellow maze.



Saved: 2/23/2025 11:11:53 AM

Section #4: (2 pts.) Audiovisual Reimagining And Ui/ux Modernization

Task #1 (0.00 / 0.67 pts.) - Complementary Sound Design

Weight: 33.33%

Weight: 33.33%

Objective: *Complementary Sound Design*

Details:

- Briefly outline how sound design complements the visual color scheme
- Mention if specific audio cues align with color changes or themes (use details)

≡, Text Prompt

Your Response:

With firing a mine, if an enemy runs into it, the screen will flash a series of colors with which loud synth like sounds will accompany. They are meant to simulate the mine exploding, which gives a satisfaction feeling to defeating an alien. Apart from this, your robot walking gives a loud clinking sound, really giving the sense of obnoxiously loud metal in the caves.



Saved: 2/23/2025 12:12:14 PM

Task #2 (0.00 / 0.67 pts.) - UI/UX Color Scheme

Weight: 33.33%

Objective: *UI/UX Color Scheme*

Details:

- Sketch UI/UX elements highlighting the integration of your new color scheme
- If using physical sketches, can use a scanner or phone photo to capture. It's recommended to also add the original to github as this upload process may not do the original work(s) justice.



Image Prompt



The numbers on top now rearranged. I chose for yellow to be the points instead of the number of robots collected, red to



Saved: 2/23/2025 12:26:22 PM

Task #3 (0.00 / 0.67 pts.) - UI/UX Color Functionality

Weight: 33.33%

Objective: *UI/UX Color Functionality*

Details:

Detail how color enhances usability, player feedback, and overall aesthetic. Include considerations for accessibility.

≡ Text Prompt

Your Response:

Color here allows you to differentiate between the numbers intuitively. Apart from using context clues, most people would associate yellow with money or points. The use of three primary colors allows for color blindness accessibility (can differentiate, even if you cannot see red).



Saved: 2/23/2025 12:52:15 PM

Section #5: (2 pts.) Reflection

Task #1 (0.00 / 1 pt.) - Reflection on Color Theory in Game Design

Weight: 50%

Objective: *Reflection on Color Theory in Game Design*

Details:

- Reflect on how the application of color theory principles can transform the player experience
- Discuss challenges faced in applying color theory to a classic game

≡ Text Prompt

Your Response:

Color theory can be the deciding factor as to whether or not a user enjoys your game. This is usually a subconscious thing, as many people are unaware of the color theory behind a game. But, good color theory principles can make games easier to play, more exciting, and really enhance the player experience. However,

sometimes these theories can be the reason that certain ideas do not work. It also takes a serious amount of research to ensure that the theory fits behind your color choices. It is usually in a studio's interest to do hire someone with these skills.



Saved: 2/23/2025 1:53:55 PM

Task #2 (0.00 / 1 pt.) - Personal Learning Experience

Weight: 50%

Objective: *Personal Learning Experience*

Details:

- Share insights gained from this assignment, particularly in relation to color's impact on game aesthetics and mood
- Evaluate the effectiveness of your redesign choices based on color theory

≡ Text Prompt

Your Response:

Overall, I am more aware of how color can be a key aspect to a game's mood and feel. It is subtle but significant and understanding the nuances can lead to better games overall. I do think my redesign choices have some solid ideas for increasing intensity, but can make the players feel stressed or find the game unpleasing to the eye (too much yellow).



Saved: 2/23/2025 3:01:37 PM