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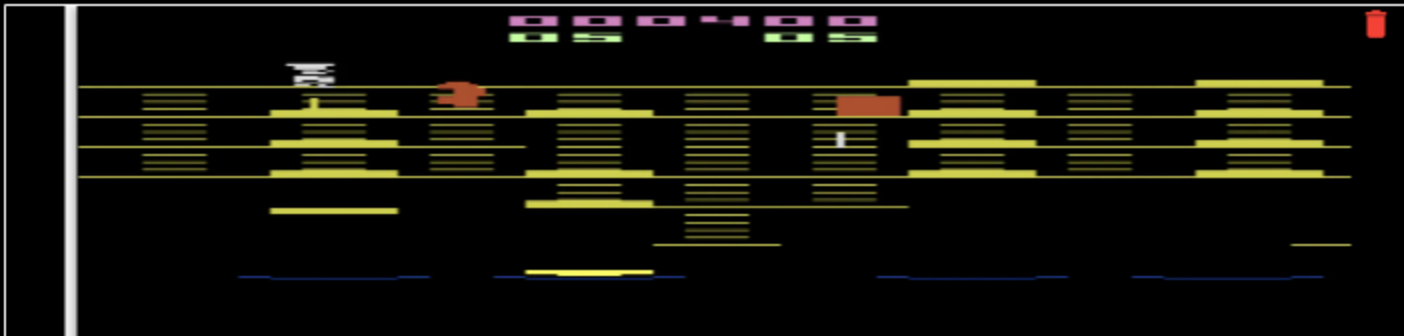
Task #1 (0.00 / 0.67 pts.) - Color Schemes Identification

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.

First level of the game, featuring chef, burger buns, and ingredient enemies.

Chef climbing a ladder to get to salt.

2 of the enemies, I'm not sure what they are supposed to be.

A burger after dropping 4 ingredients.

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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 only main colors are white, yellow, and brown. Accent colors are green, blue, and pink in the background and score. They contribute to the game's atmosphere by helping to tell the story of a chef being chased by food. If the burgers were different colors, the player probably wouldn't know what they were. Other than that these colors don't contribute much because they aren't that nice to look at together.

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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:

Overcooked (2016) and Pizza Tower (2023) are both recent games that feature very similar themes as BurgerTime, with both focusing on chef characters, restaurant aspects, and food as enemies or mechanics. Pizza Tower is even more similar because it's about a chef that has to defeat living food/ingredients to survive. Both games include yellow/orange warm tones like BurgerTime Atari, but these two new games really step up their color pallette and art with more shades and contrasting colors. It's mostly due to technology upgrades, but the color usage evolved.

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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:

> I think it should continue having warm colors but have even more and make them warmer for the characters and cooler for the backdrop, to give more of a restaurant vibe. I think analogous colors can be used for shading and creating depth while complementary colors like orange and blue can be used to create contrast between characters and the background. I want the new mood to be fun but calmer than the original aggressive colors.

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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:

Like I said before, the colors help us know the characters of the story and help us understand what's happening even in this limited artstyle. The brown of the meat and green of the lettuce tell us that the four blocks on the bottom of screen are burgers. The white color of the player makes it easier to realize he's a chef because of his uniform and hat. Making the enemies the same color as the burger makes the player realize that these are food items.

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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**

Cream colored hat/outfit with orange-ish tan skin for chef.

Warmer brown sausage with white glove hands.

A more accurate cheese color with cream gloves.

Mockup of a level with blue checker background

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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:

For each of the enemies and the player, I stuck with similar colors as the original but I added more saturation and chose more orange hues to give it a warmer atmosphere. I added slight shading to each sprite with analogous colors to make them look more grounded and stylized. I think these color choices are probably easier on the eyes than the original because they stand out without being aggressive, especially using a black outline on the sprites. I tried to use food colors and colors I thought I would find in a restaurant, so I think they would help players understand what's going on in the plot and setting better than the first look. I kept a cream/white color the same in each character to help with color consistency. To make the characters pop I used complementary, cooler colors for the background.

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

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

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:

here is mainly one song played throughout the whole game, only broken by about 4 sound effects I think. There's the sound when you've been hit, the game over sound, the salt sound, and the sound of dropping a burger ingredient. The only one paired with a sound is the dropping burger where the ingredients change color which helps make it more satisfying. It would've been helpful if the sound paired with color changes more often, like if you turn red while the hit sound plays.

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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

Revised UI with the score, salt count, and lives. The last two have icons so the player knows what they are.   ⬇

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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:

I would make the UI elements like the score, amount of lives, and salt bright white so that they contrast with

the background and are easy to read. I would put icons next to the numbers so players know what's happening. Color enhances usability by guiding our eyes and giving players something nice to look at for the large amounts of hours they may put into a game. Hopefully this UI stands out enough and tells the player what they need to know without taking away their attention. Some people are color blind, have epilepsy, or have poor vision, which means designers might have to add separate modes that completely change a game's colors/UI.

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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:

I think color really creates the atmosphere of a game for players and if the colors aren't meshing well, I feel like people can get tired of a game quicker. Poor color choices break immersion and can sometimes make gameplay mechanics confusing. Color theory principles also give players certain emotions so they can help build tension and story in your game. It's hard applying color theory to an old Atari game because there's so little for you to work with. On one hand it gives you a lot of freedom to design, but you kind of have to reinvent everything. It's interesting because you can tell that the developers did not want to use this color scheme for BurgerTime, and probably for many Atari games, but they were limited by the technology at the time. This is why it's not fair to judge the color theory of this game too harshly without taking that into consideration. That said, it's impressive to see the little bits that they were able to apply.

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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:

This assignments really helps me see how color interacts with the player to help build their experience during a game. If the designs I came up were used, I think BurgerTime Atari would feel like a very different game. If the original designs were only in black and white, the game itself would also feel pretty different and probably worse. I feel like my choices were an upgrade of the original colors because they use the contrast of warmer saturated colors against black outlines and cooler backgrounds. I think my choices used color harmony through both analogous and complementary palettes.

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