Submission Worksheet

Submission Data

Course: IT265-002-S2026

Assignment: Case Study 1 - Atari

Student: Kevin D. (knd)

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 4:45:59 PM

Updated: 2/8/2026 10:55:28 PM

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

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

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:

Checkers was published in 1980 for Atari VCS . that developed and published by Atari Inc and the genre is a strategy game.

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≡⁄ 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:

Checkers was made in the 13th century in Europe and is theorized to have been born after an inventor wished to play another European game using only backgammon pieces and the chess board. The english version of chess used in North America came in the 1800s.

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

Progress: 100%

Your Response:

The most similar game to checkers is chess as both games are real time startegy board games. The main difference is in complexitity and how the game plays on the higher levels. Chess feels more at home for long term play with various moves and formations avalible for the player to interact with meanwhile in checkers the more simple actions lead to a games going faster. Usually leading to a slow downfall in chess when you make a misplay and a swift end otheriwse in checkers.

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

Progress: 100%

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

Progress: 100%

Your Response:

You move the pieces around a 8 by 8 grid only being able to move pieces in a diagonal direction forwrad. You can attack other pieces by jumping at a angle to them and can stop at a blank spot space. You can also chain jumps together and eventually king a piece to get them to be able to move in all 4 directions. It changes the way players expiernce it cause you need to micromangae your piece placement so that you don't get chained on but you can get a huge chain off the opponent. You win if your opponent no longer has any peices to play as all get taken.

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

Progress: 100%

Your Response:

Each piece starts in their side on exlcuisvely black tiles and can only move forward. This causes players to have to avoid turtling and take intiation in order to avoid any specific dangers.

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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:

The game appears to be very simple using only circular black and red pieces on a board shaped with brown and black tiles. Each piece has it so that their backside can be flipped to turn them into a king. These choices help the experience by directing the player to the specific tiles they can use black ones by having it be square obnes and typically a darker shade of black than the pieces. Plus it always one to more easily track which pieces are kings by having them pop out compared to the other pieces due to the crown now showing on the piece itself.

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

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Progress: 100%

Your Response:

The sounds in this game are primarily based on sound effects such as when you move a piece to when it attacks, or even when it becomes a king. They put a higher focus on the length of sound for anything impactful like chaining attacks on multiple pieces in one turn ot having a louder sfx for when a piece becomes king. It leaves impact based on how the player is doing as if most of the louder and longer sfx play on your moves then that leads to them feeling that they are making plays and taking the intitative with the opposite happening if they are losing.

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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:

There is no direct story in checkers as it is very abstract and in most cases it will depend on how/where both players play since they will need to create their own lore behind their actions. The setting will usually be where the players play and the plot points could be the signifant moves any player makes on the board.

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

Progress: 100%

Your Response:

Character development in checkers ties directly into gameplay as it depends on the persona that the individual players create for themselves as many seem to chnage based on their game performance as some start smiling more when winning while others break into cold sweats and others maintain composure to avoid looking weak. Usually epople cycle through these charcaters based on the sucessful and unsuccessful plays.

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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:

Checkers is a game that is well recieved and constantly gets rated as one of the greatest games of all time. Its considered by many a 10/10 strategy game due to its pick up and play nature that keep player hooked and begging for more rounds to play.

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

Progress: 100%

Your Response:

Checkers has lead to many different puzzle games being created and has remained a staple part in the world. Many renditions of the classic game constantly resided in board game aisles, app stores, and more due to its widespread popularity that has never truly fallen since its original creation. It's significance can't be understated due to how much it continues to stay a constant part of our everchanging world.

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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 what made it fun was how many games I could play before I get bored. Making it somewhat addicting to keep going back to playing.

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

Progress: 100%

Your Response:

I learned that to make a good game sometimes you don't need a direct stor, sometimes you need the players to create the story and let that be the side focus to the core gameplay. Itw as very easy to research bexcause I used to love playing checkers back in the day.

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