

Course: IT265-002-S2025

Assignment: Case Study 1 - Atari

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Status: Submitted | Worksheet Progress: 100%

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/kc523>

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:

Pac-Man, originally called Puck Man, is a classic game developed and published by Namco released on May 22, 1980 for arcade arcade machine. It was designed by Toru Iwatani, a Japanese video game designer at Namco. In the game, you control Pac-Man, a yellow circle that moves through a maze. The goal is to eat all the dots in the maze while avoiding four colorful ghosts. You can also eat special power-ups that make Pac-Man able to eat the ghosts for extra points.



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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:

In 1980, portable consoles or computer games were not standard, and most games were developed for arcade machines. During the time, the video game industry was shifting from simple arcade games to more complex experiences. Most games focused on combat or space themes, but Pac-Man introduced a unique maze game with a friendly character, appealing to a wider audience. Its success helped make arcades more popular and influenced future game designs.



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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:

In 1980, arcade games like Space Invaders and Asteroids focused on fast-paced action and shooting, mostly appealing to male players. Pac-Man differed by offering a maze-chase game that emphasized strategy and

timing, with a non-violent and friendly character. This unique approach helped Pac-Man attract a wider audience, including women and families, and contributed to its immense popularity.



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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:

Pac-Man's core gameplay mechanics involve navigating a maze, eating dots, and avoiding ghosts. Players control Pac-Man, who moves through the mazing, collecting dots for points while trying to avoid being caught by the colored ghosts. Special power pellets allow Pac-Man to temporarily eat the ghosts, turning the gameplay into a mix of strategy and quick reflexes. These mechanics create a tense, fast-paced experience that keeps the gameplay engaging.



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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*

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Your Response:

The map in Pac-Man stays the same throughout the game, but each level increases in difficulty with faster-moving ghosts. This clever design was important given the limited hardware of the time, while still providing

players with new challenges. The game also features teleportation tunnels that move Pac-Man across the screen, creating a sense of endless movement. The dots and power-ups encourage players to keep moving, constantly navigating the maze to collect points while avoiding the ghosts.



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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:

Pac-Man uses bright colors and simple visuals, making the maze and characters easy to recognize. The distinct colors of the ghosts help players quickly identify their behavior, especially distinguishing between threats and targets when eating the power-up. The game's clean design and iconic character create an inviting atmosphere, keeping players engaged in the fast-paced action.



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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*

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Your Response:

The sound design in Pac-Man is simple, with more emphasis on constant sound effects to represent what is going on in the screen rather than a traditional music track. One notable part is when the music shifts to an intense tone once the player eats a power-up, creating a feeling of dominance over the ghosts. This change in sound helps reinforce the game's dynamic, signaling a shift in power and adding excitement to the gameplay.



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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*

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Your Response:

Pac-Man doesn't have a story, which might be a downside for players who enjoy narrative-driven games. However, this lack of story also contributed to its success by making it easy for anyone to pick up and play. Its entire plot is to complete the goal of clearing the maze by eating all the dots while avoiding being capture by the ghost.



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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:

Pac-Man has minimal character development, but the ghots have distinct personalities. The four ghots, Blinky, Pinky, Inky, and Clyde, have unique movement patterns, making them feel like individual characters rather than random enemies. This design forces players to adapt their strategies, keeping the game engaging. While Pac-Man himself doesn't change, the increasing difficulty and evolving ghost behavior create a sense of progression for the player.



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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*

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Your Response:

Pac-Man was widely praised upon release and became one of the most successful arcade games of all time. Critics and players loved its simple yet addictive gameplay, colorful design, and unique ghost AI. It appealed to a broad audience, including those who didn't usually play video games. Over the years, it has remained a classic, with many considering it one of the greatest and most influential games ever made.



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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:

Pac-Man had a huge impact on the gaming industry and became a cultural icon. It helped expand video games beyond action and space shooters, attracting a wider audience, including casual players and women. Its success influenced game design, leading to more character controlled-driven games and maze-based gameplay. Pac-Man became a well-known icon to represent the video game industry.



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Section #6: (2 pts.) Reflection

Task #1 (0.00 / 1 pt.) - Was the game "fun"? What made it fun or not

Weight: 50%

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

≡, Text Prompt

Your Response:

Pac-Man was fun because of its simple yet challenging design. The repeating gameplay allowed for endless play, keeping players engaged as they tried to beat their high scores. The game also offered various strategies, such as learning ghost patterns and using power-ups wisely, making it both accessible for beginners and rewarding for skilled players.



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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:

Researching Pac-Man was an interesting experience because of its long history and cultural impact. Since it is one of the most famous games ever made, there is plenty of information available. Understanding its simple yet smart design showed how limited technology back then led to creative solutions. The research also highlighted how a game without a deep story or modern graphics could still be fun and influential.



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