Submission Worksheet

Submission Data

Course: IT265-002-S2026

Assignment: Case Study 1 - Atari

Student: Wilbert C. (wc53)

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

Potential Grade: 604.00/604.00 (100.00%)

Received Grade: 0.00/604.00 (0.00%)

Started: 2/9/2026 5:12:27 PM

Updated: 2/9/2026 6:53:37 PM

Grading Link: https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/grading/wc53

View Link: https://learn.ethereallab.app/assignment/v3/IT265-002-S2026/case-study-1-atari/view/wc53

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: King Kong Developer: Karl T. Olinger Publisher:Tigervision Platform: Atari 2600 Genre:Platform Release Date: August 1982

💾 Saved: 2/9/2026 5:13:34 PM

📝 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:

King kong is a clone of Donkey Kong. Donkey Kong was released first on atari 2600. Back in the 1980s there was a huge legal battle over Donkey Kong and King Kong. When Nintendo's Donkey Kong became a massive hit in 1981-1982, Universal Studios saw an opportunity and then claimed that Donkey Kong infringed on their King Kong trademark and characters,because the king kong movie came out first, and they pursued legal action. This is then where TigerVision's game comes in. Universal licensed King Kong to Tigervision specifically to strengthen their case against Nintendo. The game was deliberately designed as part of Universal's litigation strategy - they wanted to show that their King Kong property was being damaged by Donkey Kong's similar concepts. In the end the lawsuit backfired on Universal. Nintendo's attorney found out that Universal had previously argued in 1975 that King Kong was in the public domain, Universal had specifically waited until the character was public domain before making their 1976 King Kong remake. Nintendo used Universal's own prior legal arguments against them. In turn Nintendo's victory was pivotal for the gaming industry. It showed important precedent for protecting original video game characters. Fun fact, Nintendo gave their attorney John Kirby a $30,000 sailboat named "Donkey Kong" and later named the Kirby character after him!

💾 Saved: 2/9/2026 5:31:57 PM

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

Progress: 100%

Your Response:

Other than being very similar to Donkey Kong, King kong was similar to other games at the time. Games like "Crazy Climber" which is atari 2600. The gameplay is similar, in Crazy Climber you also have a climbing mechanic where instead you climb skyscrapers while avoiding closing windows, falling objects, and enemies attacking from above. Crazy Climber had more sophisticated climbing mechanics than King Kong though. Every Time I think about King Kong I think about "Kangaroo", Its probably due to its imilar rescue the captive premise as King Kong, but with more variety.

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:

King kong had Left/right navigation across platforms, Ladder climbing which is a Vertical movement up and down ladders to reach different floors, it had jumping to clear gaps and avoid hazards, and it also had a quirk, When jumping, the player's head passes through the platform directly above, which can cause accidental collisions with bombs. Honestly there wasnt much to King Kong so there isnt much to shape a player experience,King Kong gives you the exact same screen forever. There is no sense of progression or discovery. My play through of the game went like this: A typical King Kong session:

"Oh, a Donkey Kong-style game" First climb - "This is very slow" First completion - "Wait, it's the same thing again?" Death and restart - "I have to climb this AGAIN from the bottom?" Speed increase - "This is impossible to time now" Frustration - "What is the point of playing this?" Abandonment - "Never playing this again"

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

Progress: 100%

Your Response:

King konf has one screen design that repeats forever. Its the platforms, ladders, gaps, the start position and the goal position. Like i mention before this design makes every single level identical. After you rescue Ann and advance to the second level its the same exact thing. Theres no sense of achievement other than resucing ann for the first time, No learning curve or discovery, and it kills motivation to play.

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

Design

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

Progress: 100%

Your Response:

wsince this was in the 1980s i didnt expect much. King kong was poorly detailed, I found jack which is the player charcter, to be terrible, he looked like a swatstika the way his limbs were disigned. I think they did good wiht Ann, it wasnt impressive but It was okay. the color palette was bland with inimal environmental detail and color, very Generic, and lacks the visual charm or personality of the other games on atari. Before I played I thought Kong would be intimidating, Instead he's pathetic. Which this poor design it makes the experience terrible. Kong was one of cinema's most iconic monsters back then, and the game captures none of this. Honestly, if you knew the lore behind why the game was made it would make all the sense in the world on why it looks so bad and rushed.

💾 Saved: 2/9/2026 6:02:07 PM

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

Progress: 100%

Your Response:

The music playing in the background was charming and innocent even though it was repetitive. I also Liked the running,climbing, and jumping sound. the only thing Id say is that it got boring very quick, especially since, as i mentioned before, there was no sense of progression so you just kept hearing the same things as you played the game. The way I see it the sounds make it seem like a fun game even when your eyes are telling you other wise.

💾 Saved: 2/9/2026 6:21:17 PM

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

Progress: 100%

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

Progress: 100%

Your Response:

King kong has captured Ann and is on top of the empire state building and you must climb up and save her. But be vigilant because king kong is throwing bombs you need to jump over them and score points but if you miss youll be blown to bits. some of the bombs are magic if you jump them youll score extra points and get boosted to the higher platform. there are holes in some of the platforms too you have to take a running jump to get over these, or else youll fall through them and splat! you start the game with 3 lives and die if you fall through a gap or get hit by the bombs or run out of time. when you get uptop king kong transports to the bottom of the screen and then starts throwing bombs from down there. once you get the girl the bombs get faster. For the game variations, you have a total of 8. Some for one player, some for two players alternating. Some with faster moving bombs, and some without the magic bombs. Scoring wise, you get 25 points for jumping over a regular bomb, 125 points for jumping over a magic bomb, and bonus points for anything left on the timer when you complete a level.

💾 Saved: 2/9/2026 6:34:13 PM

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

Progress: 100%

Your Response:

In my opinion there is no Character Development, King kong doesnt do anything but move from up to down depending on where jack is and throws bombs at him. Ann just Exists at the top of the screen next to Kong and just Serves as the visual endpoint for each level. Jack is the character you play as what he does is Climbs ladders, Jumps over bombs and holes, and Moves sluggishly.

💾 Saved: 2/9/2026 6:38:22 PM

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:

King Kong for the Atari 2600 received overwhelmingly negative reception from both critics and players. some critics said the bombs looked like "old-fashioned toilets, some of which have lit fuses." "The Retroist" said Universal "maybe had no intention of making a good game" but simply wanted to create "the very first game made purely for spite." The consensus view is what I said earlier and it is its flaw to its single repetitive screen that loops indefinitely with only increasing speed, lacking any of the variety that

made Donkey Kong compelling. Today, the game holds a 5.7 rating on MobyGames and is remembered not as entertainment but as a historical legal case in Universal's failed lawsuit against Nintendo with collectors valuing it primarily for its rarity rather than its playability.

💾 Saved: 2/9/2026 6:50:35 PM

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

Progress: 100%

Your Response:

because of the games lack of variety, the game is only remembered as a historical legal case in Universal's failed lawsuit against Nintendo with collectors valuing it primarily for its rarity rather than its playability.

💾 Saved: 2/9/2026 6:51:44 PM

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:

It's okay, just okay. Although sometimes I occasionally got briefly stuck on a ladder, the controls work pretty well and thankfully jumping over the bombs is awarding. But your character moves very, very slow. Typically I got to the second screen and then got killed due to how slow your character moves. And not being able to jump on the top floor really hurts.

💾 Saved: 2/9/2026 6:39:59 PM

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

Progress: 100%

Your Response:

Researching King Kong was surprisingly straightforward due to the game's famous role in the Universal vs. Nintendo lawsuit, which generated substantial historical documentation and commentary that was easily accessible online. The learning

experience was particularly interesting because King Kong serves as a perfect case study in how corporate legal strategy can produce a deliberately mediocre product become understandable once you realize it existed primarily as courtroom evidence rather than entertainment, offering valuable insights into the intersection of intellectual property law and early video game development.

Saved: 2/9/2026 6:53:37 PM