

Course: IT265-002-S2025

Assignment: IT265 Case Study - Color Theory

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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/yz34>

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 Prompt



alien game



bonus level



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Task #2 (0.00 / 0.67 pts.) - Analyze how these colors contribute to the game's atmosphere

Weight: 33.33%

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

≡ Text Prompt

Your Response:

The game used blue as background color, the main playable character is light blue. I think it fits with the original movie's scifi, cold and thrilling theme. the enemies are variable colored and they added flavor the game even with the limited hardware at the time.



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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:

the game alien isolation (2014) alien 1982 only used few color due to limited 128 color range. The game used simple, blocky graphics with basic color. Alien Isolation uses a full spectrum of colors with advanced lighting, shadows, and textures. The environments are highly detailed, with a mix of muted tones (grays, blues, and browns)



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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 would like to choose the new movie alien Romulus as example to create a red, yellow, and Orange This scheme creates a warm, intense, and reflects danger



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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:

the color warm reds and oranges in areas where danger is present, such as the Alien's nest and malfunctioning machines. Example: Use red for hazards, such as the Alien's presence, explosive devices, or areas with environmental dangers.



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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%

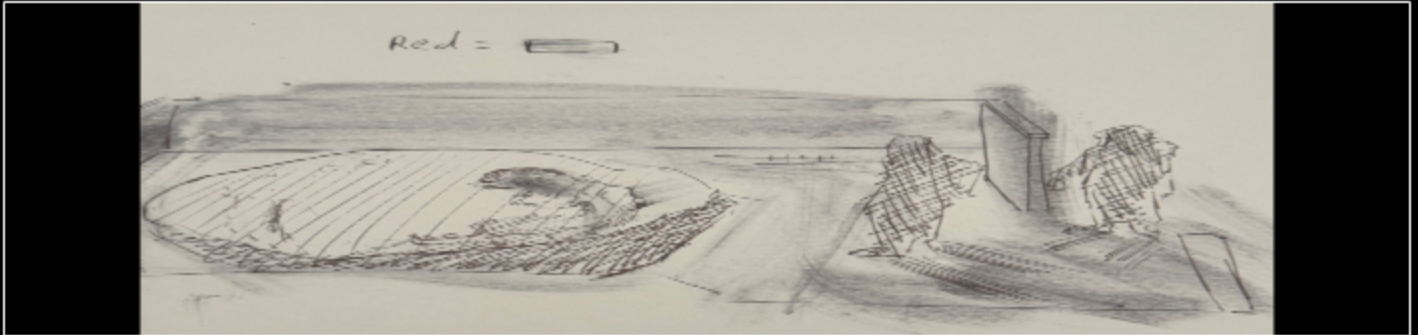
Objective: *Gameplay Mechanics and Color Integration*

Details:

- Sketch gameplay elements or mechanics enhanced by your new color scheme (excludes interface as it's a different question/task)

- 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



alien's eggs room



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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:

the red color here is used as a danger atmosphere warning that alert crews (players) stepped into an dangerous area where the alien eggs are.



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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:

the sound design can be changed when an hostile objects coming towards players and the scene color goes yellow, red depending levels of the threats.



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

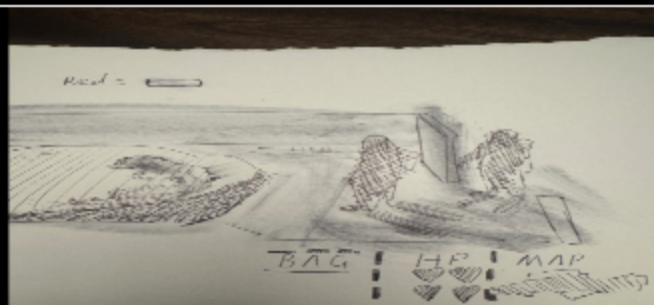
Weight: 33.33%

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



Game UI



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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 choose green color as visual guide to give players an easy feeling and helpful feedbacks.



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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:

the color theory can help a game set its tone, and give players visual guides, warning, and mood changes. when applying to a classic game, I think we have to understand it was limited for hardware to create color and we need to understand the game's theme very well to make them blend in.



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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:

I gained some knowledge about color theory and how it will affect a game's atmosphere generally. my redesign is based on the new alien movie, and I think the red, warm yellow color fits the dangerous, brutal theme for the original movie.



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