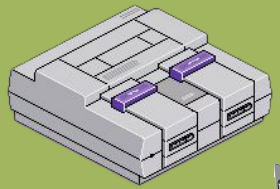
01

Atari 2600: Workshop

The O.G. Game Console....well... one of them...

Who am I?

My Favorites



Retro Game Dev @ OntarioTech UNIVERSITY

Erik's Expedition
2-player Co-op Platformer w/ Lightgun Zapper

The Retro Room

The Retro Room (Goals)

A	B	C	D	E	F
Goals	Category	Goal Name	Progress	TOTAL	Completion
1 of each Nintendo Console	HARDWARE	NES	8	12	66.67%
1 of each SEGA	HARDWARE	SEGA	4	6	66.67%
1 of each Microsoft	HARDWARE	MICROSOFT	2	3	66.67%
1 of each Sony	HARDWARE	SONY	6	7	85.71%
1st Gen ALL (RARE)	HARDWARE	GEN1-ALL	2	3	66.67%
2nd Gen ALL (RARE)	HARDWARE	GEN2-ALL	2	5	40.00%
1st Generation	HARDWARE	GEN1	1	2	50.00%
2nd Generation	HARDWARE	GEN2	3	6	50.00%
3rd Generation-8bit	HARDWARE	GEN3	2	5	40.00%
4th Generation-16bit	HARDWARE	GEN4	2	6	33.33%
5th Generation	HARDWARE	GEN5	4	8	50.00%
6th Generation	HARDWARE	GEN6	3	4	75.00%
7th Generation	HARDWARE	GEN7	3	3	100.00%
8th Generation	HARDWARE	GEN8	4	4	100.00%
9th Generation	HARDWARE	GEN9	1	2	50.00%

ReAnimate Summer School

Atari Workshop

Goals:

Explore Game History through Development

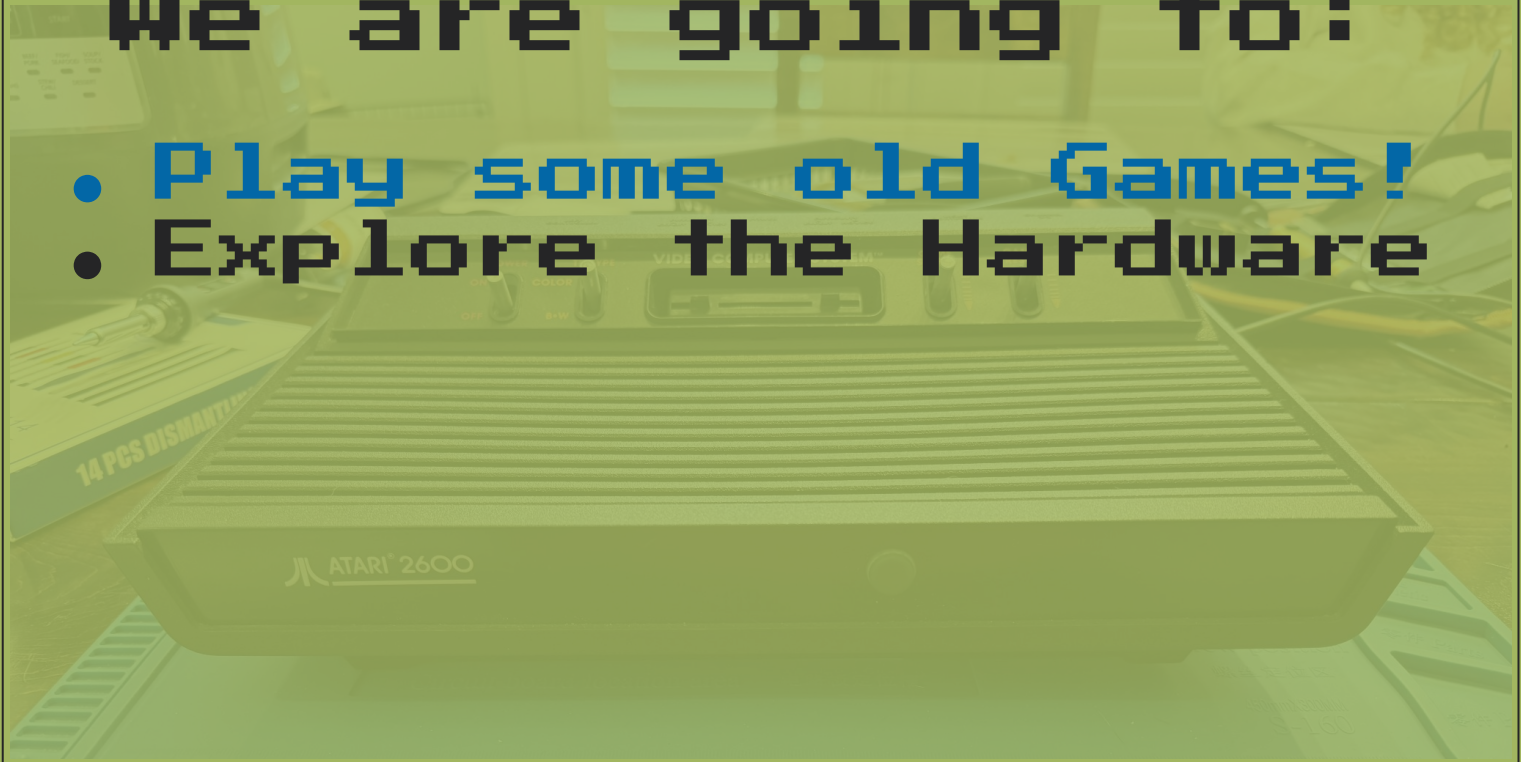
VIDEO COMPUTER SYSTEM™
POWER
ON
OFF
COLOR
B•W
ATARI® 2600

We are going to:

- Play some old Games!

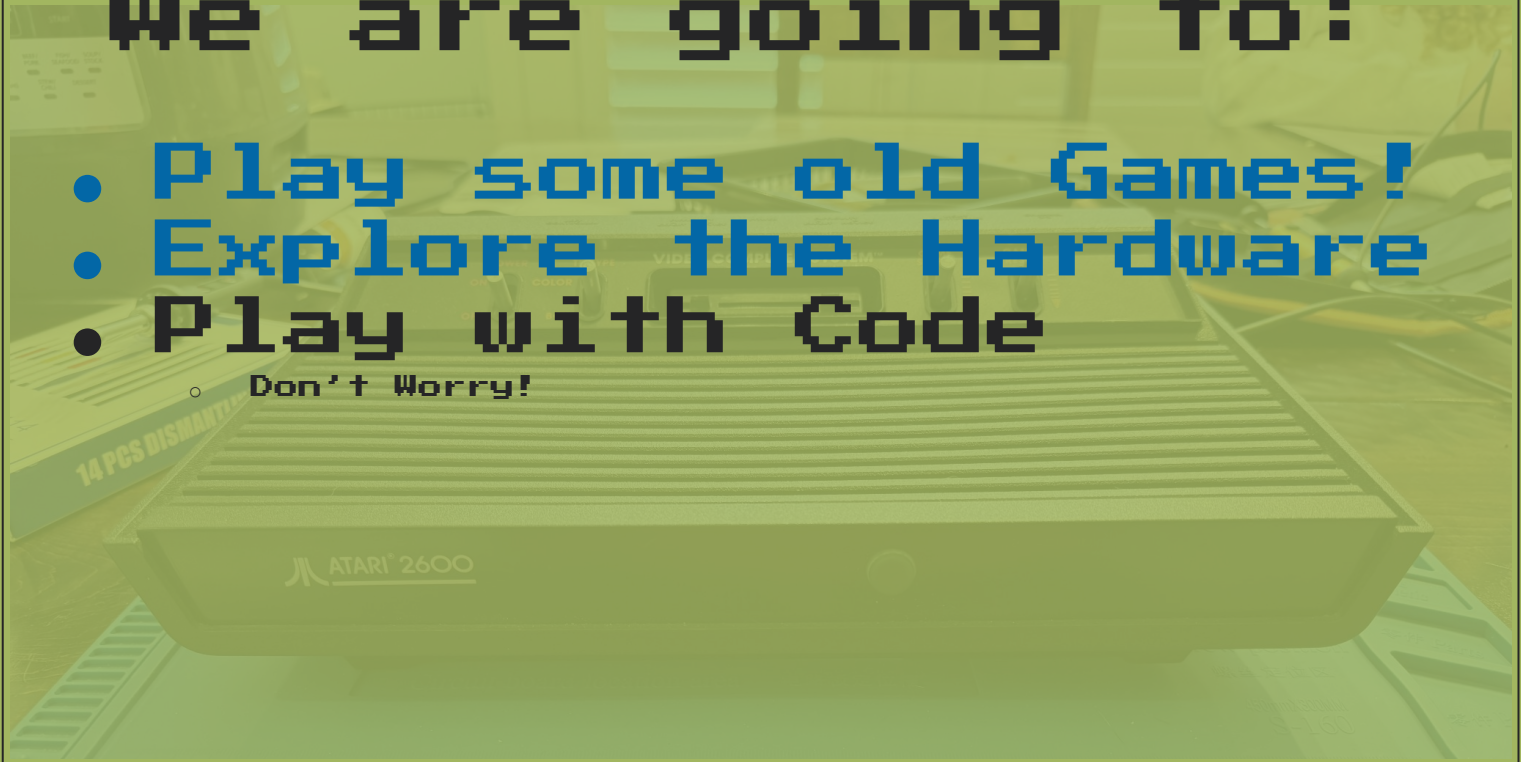
We are going to:

- Play some old Games!
- Explore the Hardware



We are going to:

- Play some old Games!
- Explore the Hardware
- Play with Code
  - Don't Worry!



We are going to:

- Play some old Games!
- Explore the Hardware
- Play with Code
  - Don't Worry!
- Develop a working game for the Atari 2600!

01

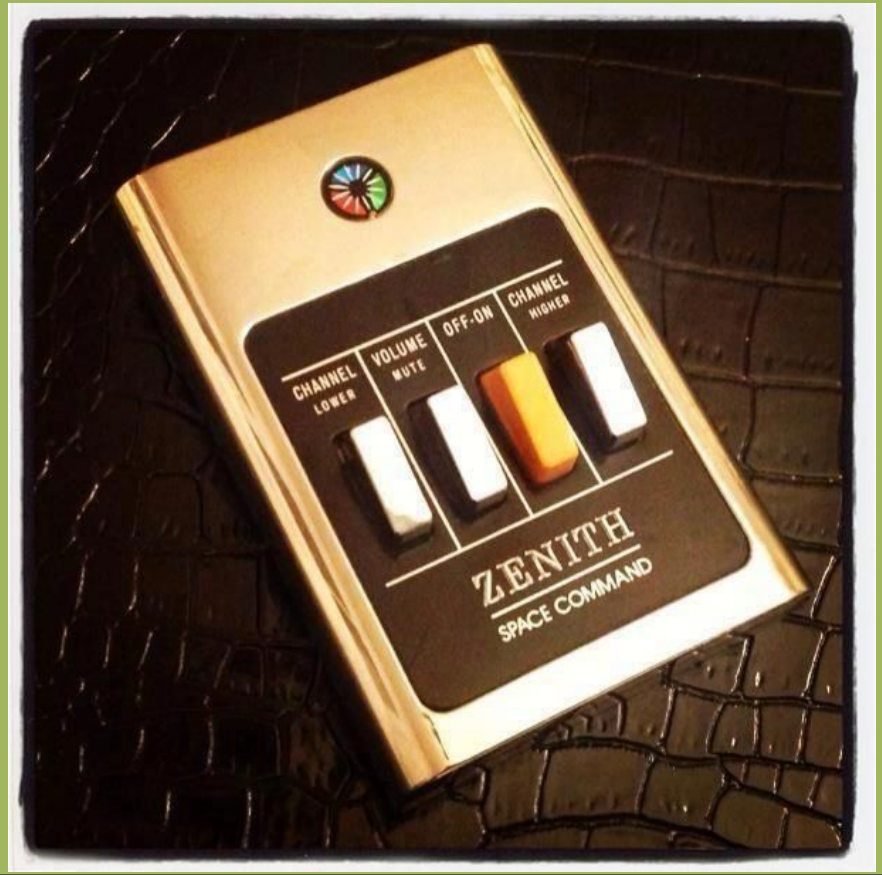
But First

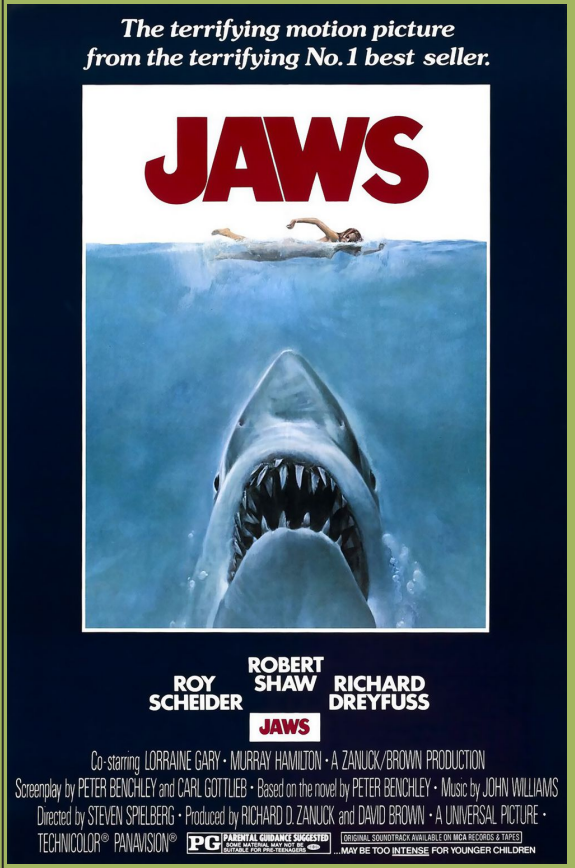
01

Context

01

1975–1977

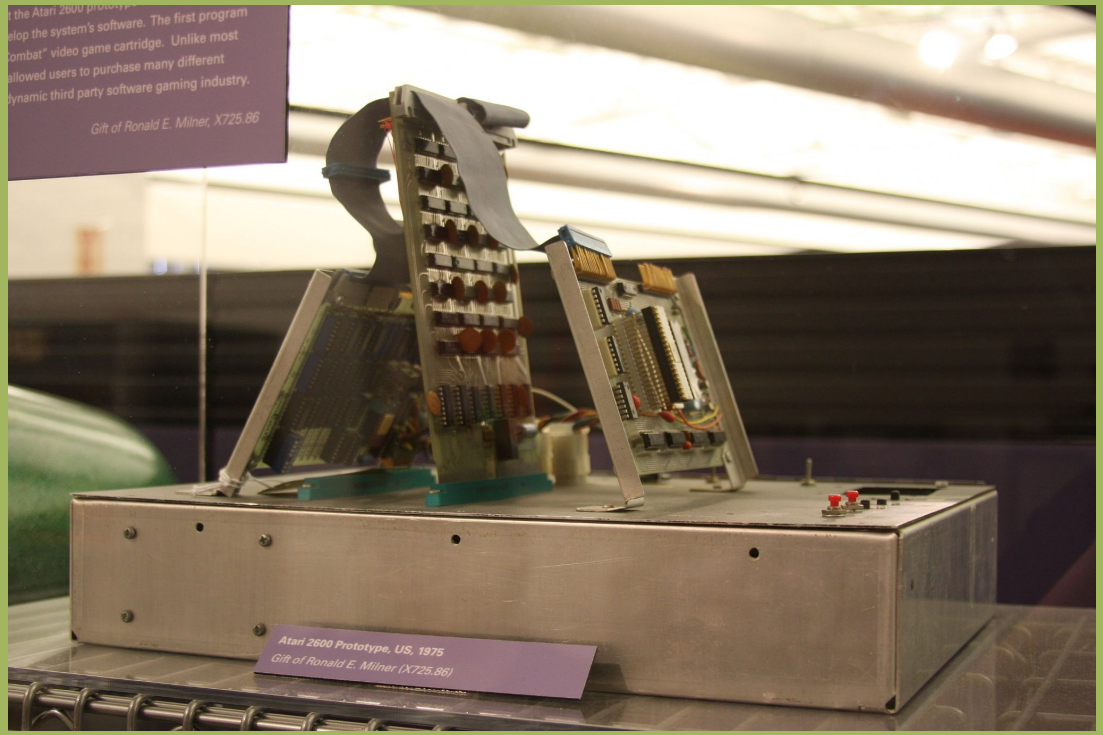

CHANNEL
LOWER
VOLUME
MUTE
OFF-ON
CHANNEL
HIGHER
ZENITH
SPACE COMMAND


The terrifying motion picture
from the terrifying No.1 best seller.
JAWS
ROY SCHEIDER
ROBERT SHAW
RICHARD DREYFUSS
JAWS
Co-starring LORRAINE GARY · MURRAY HAMILTON · A ZANUCK/BROWN PRODUCTION
Screenplay by PETER BENCHLEY and CARL GOTTLIEB · Based on the novel by PETER BENCHLEY · Music by JOHN WILLIAMS
Directed by STEVEN SPIELBERG · Produced by RICHARD D. ZANUCK and DAVID BROWN · A UNIVERSAL PICTURE ·
TECHNICOLOR® PANAVISION®
PG PARENTAL GUIDANCE SUGGESTED
SOME MATERIAL MAY NOT BE SUITABLE FOR PRE-TEENAGERS
ORIGINAL SOUNDTRACK AVAILABLE ON MCA RECORDS & TAPES
...MAY BE TOO INTENSE FOR YOUNGER CHILDREN

1975

STAR WARS
May the force be with you
Starring MARK HAMILL HARRISON FORD CARRIE FISHER
PETER CUSHING and ALEC GUINNESS
Written and Directed by GEORGE LUCAS Produced by GARY KURTZ Music by JOHN WILLIAMS
Filmed in PANAVISION
TECHNICOLOR
Sound Recorded with the DOLBY SYSTEM
Original soundtrack double album on 20th Century Records and Tapes.
Read the sensational novel in 3phere paperbacks.

1977



"Stella" Prototype - 1975

Joe Decuir, Steve Mayer, Ron Milner

STELLA: The Bicycle that Inspired the codename
for the Atari Video 2600 Computer System
The Atari Historical Society
Photo Curteousy of Joe Decuir

$199 USD

The Atari VCS - 1977

aka "The Heavy Sixer"

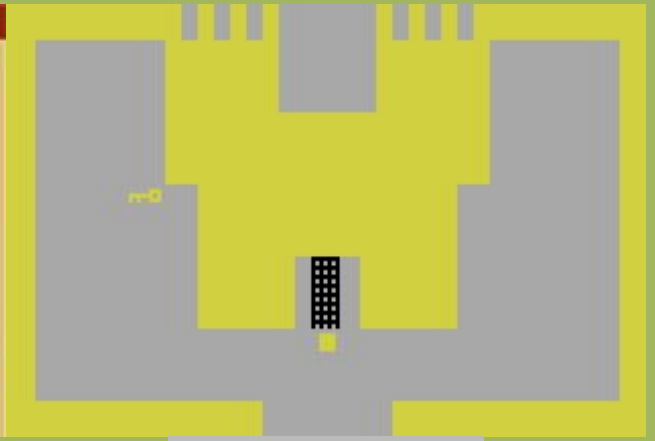
$930 USD today

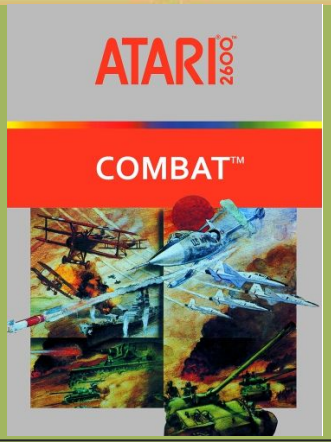
The Atari VCS - 1977

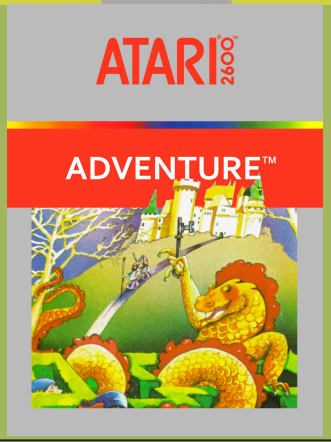
aka "The Heavy Sixer"

$1350 CAD today

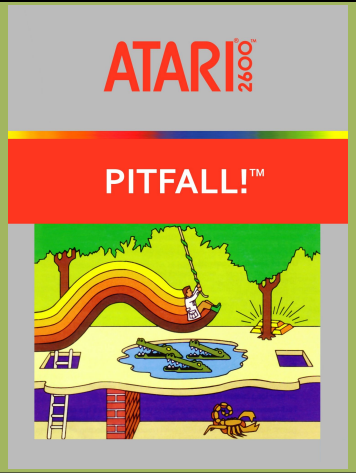
12-15M units sold




ATARI 2600
COMBAT™


ATARI 2600
ADVENTURE™

ACTIVISION


ATARI 2600
PITFALL!™

ATARI 2600
MONTEZUMA'S REVENGE™
FEATURING PANAMA JOE

Pac-Man
1980 Aracde

HUGE
SUCCESS

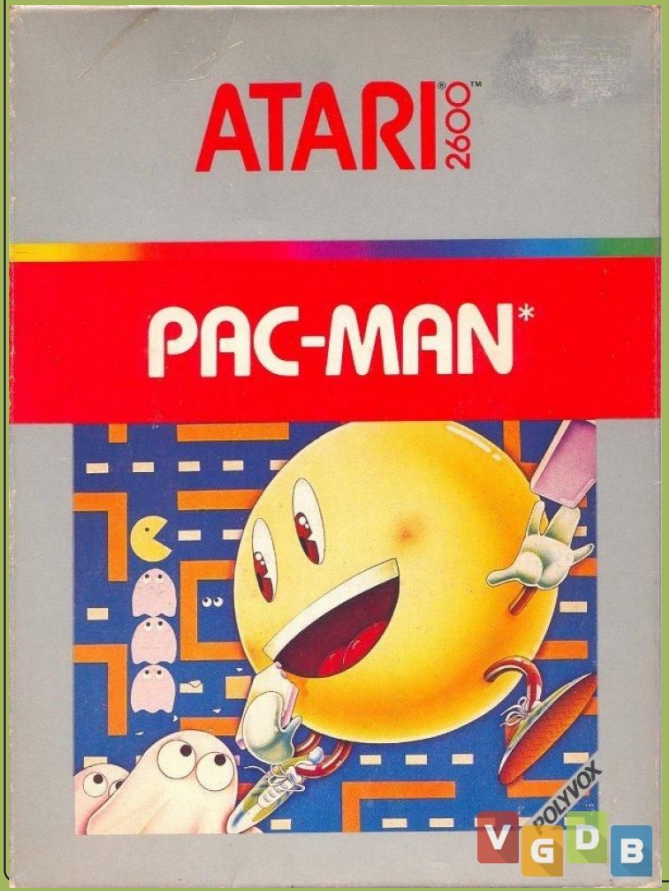
Highest
grossing
game in
1980

$1B USD

->

$3.5B USD
today
($5B CAD)

100,000 cabinet sales



1981 - Atari
Licensed for $1M

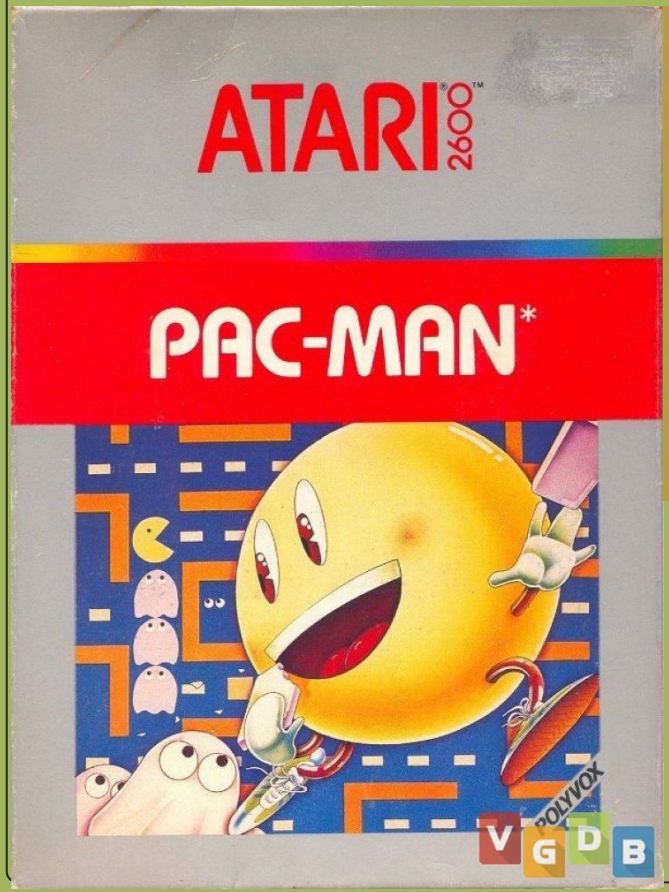
By Todd Frye in 6 months

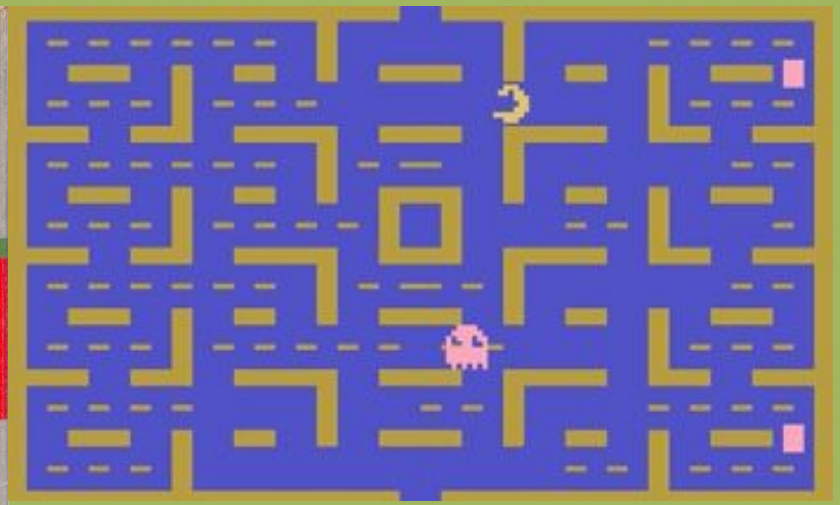
Made a good royalty deal:

$0.10 per cartridge manufactured

Expected a huge success

Manufactured 12M carts



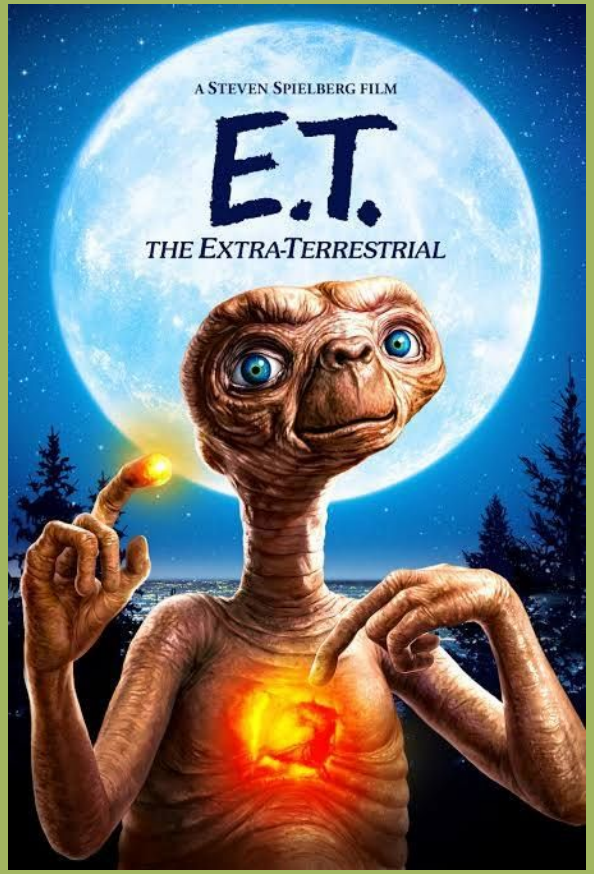


$25.75 per cart

Sold > 8M copies life

Critical reception bad

Huge hit (to reputation)



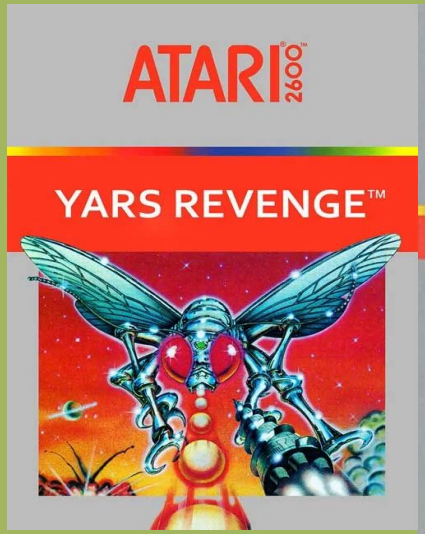
1982 - Stephen Spielberg

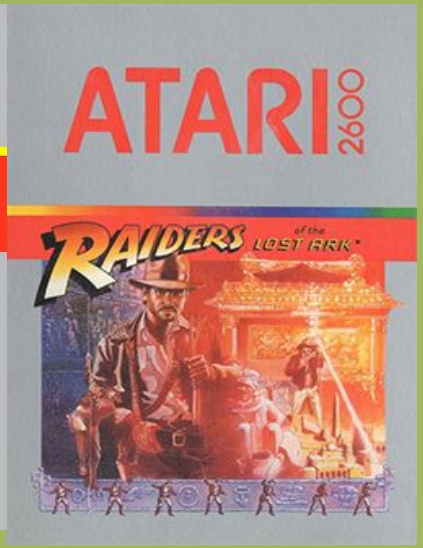
Cultural Phenomenon

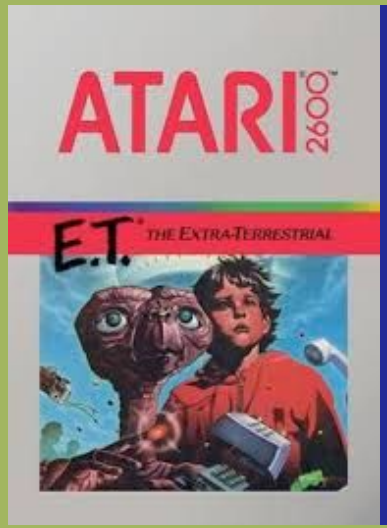
Atari wanted to cash in

License: ~$25M USD

Developer: Howard Scott Warshaw







1982 - rushed development
(5.5wks)

Produced 5M copies...sold ~1.5M

Another huge financial loss

New Mexico Landfill - Buried 1983 (found 2014)

NEXT

1. Play some games

2. Develop our First Atari ‘Game’

ATARI WORKSHOP SCHEDULE

TUESDAY

01	9am-10am	Intro/Context/Play
02	10am-11am	DEV: first Atari 'game'! • Sprites/Animations • Movement • Collisions
03		

COFFEE BREAK!!!!!

04	11:15-12:30	. The Playfield

ATARI WORKSHOP SCHEDULE

WEDNESDAY

05	9am-10am	. Audio (Sound Effects) . Audio (Music) . Sprite Colors
06	10am-11am	. Designing your game . Dev Session

COFFEE BREAK!!!!!

07	11:15-12:30	. FINISHING TOUCHES . SHOWCASE YOUR GAME