

**B.Sc. (A & G) Sem. – VI (Animation & Gaming) (CBCS - 2015
COURSE) : SUMMER - 2019
SUBJECT : AI FOR GAMES**

Day : Wednesday
Date : 15/05/2019

S-2019-1332

Time : 10.00 am to 01.00 pm
Max. Marks : 60

N. B. :

- 1) Attempt **ANY SIX** out of **EIGHT**.
 - 2) Figures to the right indicate **FULL** marks.
 - 3) Draw neat and labelled diagram **WHEREVER** necessary.
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- Q. 1** Compare Deterministic versus Non-deterministic Game AI techniques. Give suitable examples. Also write a note on the current and future industry trends in Game AI implementation. **(10)**
- Q. 2** Describe Any One of the Basic Pathfinding algorithms with appropriate game example. **(10)**
- Q. 3** Explain line of sight and interception algorithms for game development, with appropriate game examples. **(10)**
- Q. 4** Describe the various ways of using AI in Games? **(10)**
- Q. 5** Describe the uses of AI in following game genres : **(10)**
- a) Board
 - b) Racing
- Q. 6** Describe the various ways and aspects of modeling players? **(10)**
- Q. 7** Describe the MinMax algorithm for implementing AI in a game. Elaborate using an example game. **(10)**
- Q. 8** Write Short Notes on: **(10)**
- a) Fuzzy logic in games
 - b) Rule – based AI in games

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