

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

Day : Monday  
Date : 13/05/2019

S-2019-1331

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

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**N. B. :**

- 1) Attempt **ANY SIX** questions.
  - 2) Figures to the right indicate **FULL** marks.
  - 3) Draw neat and labelled diagram **WHEREVER** necessary.
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- Q. 1**      What is play-testing? Explain the steps for play-testing.      **(10)**
- Q. 2**      Explain the various practices involved in a Game Testing process as a part of Game Development Lifecycle.      **(10)**
- Q. 3**      Describe the following Game Testing disciplines:      **(10)**  
a) Compliance Testing  
b) Usability Testing
- Q. 4**      Describe the Testing Process from planning to control management and review.      **(10)**
- Q. 5**      Describe the various levels of testing from Unit Testing to User Acceptance Testing?      **(10)**
- Q. 6**      Describe the format of Bug Report. Explain the key fields and data inputs necessary in the Bug report. Also briefly explain the features of Any ne Bug Tracker tool, used in gaming industry.      **(10)**
- Q. 7**      Explain the two types of experience-based testing techniques.      **(10)**
- Q. 8**      Differentiate between static and dynamic testing techniques, with appropriate examples and their Pros and Cons.      **(10)**

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