

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

**SUBJECT: FUNDAMENTALS OF GAME DEVELOPMENT**

Day: Thursday  
Date: 09/05/2019

**S-2019-1322**

Time: 02.30 pm to 05.30 pm  
Max. Marks: 60

**N.B.:**

- 1) Attempt **ANY SIX** Questions out of **EIGHT**.
- 2) Figures to the right, indicate **FULL** marks.
- 3) Draw neat, labeled diagrams, **WHEREVER** necessary.

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- Q.1** What is a game? Describe the essential parameters to be considered while designing a game. (10)
- Q.2** Describe the typical Do's and Don'ts for a Game Concept Document (GCD). Also describe the difference between GCD and Game Manual. (10)
- Q.3** What is meant by Game Level Design? Illustrate using an example. (10)
- Q.4** Describe the following aspects of game development, with example: (10)  
i) Effective HUD interfaces ii) Building the game world
- Q.5** What is meant by Game Genre? List and explain the following Game Genres along with atleast one game example for each: (10)  
i) Action ii) Adventure iii) Puzzle iv) RPG v) Educational
- Q.6** Differentiate between the following two concepts: (10)  
a) Game Mechanics  
b) Game Play  
Describe Any Two examples, for each.
- Q.7** Compare the features of the following game development tools for PC/mobile platforms: (10)  
i) Unity 3D SDK ii) Unreal Development Kit  
List 3 popular game titles developed using each of the tools.
- Q.8** Draw neat diagram, showing various phases of the Game Development Life-cycle. Explain the activities involved in pre-production and production phases. (10)

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