

**B.SC. (A & G) SEM. – VI (ANIMATION & GAMING) (CBCS -
2015 COURSE) : SUMMER - 2018
SUBJECT : AI FOR GAMES**

Day : **Wednesday**
Date : **23/05/2018**

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

S-2018-1006

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** Write a note on Game AI. Explain with suitable examples, Deterministic and Non-Deterministic AI. **(10)**
- Q. 2** Describe the considerations for Game design and AI Design, along with their characteristics. **(10)**
- Q. 3** Write a note on **ANY ONE** of the path-finding algorithms, with an example. **(10)**
- Q. 4** Explain line-of-sight and intercepting algorithms for game development. **(10)**
- Q. 5** Describe the various panoramic views of Game AI. **(10)**
- Q. 6** Describe the user of AI in following game genres : **(10)**
- a) Arcade
 - b) FPS
- Q. 7** Explain the use of Fuzzy logic and Probability theory in games. Give suitable examples. **(10)**
- Q. 8** Describe the use of Game Agents for implementing AI in a game. **(10)**

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