

**B.SC. (A & G) SEM. – II (ANIMATION & GAMING) (CBCS -
2015 COURSE) : SUMMER - 2018**

SUBJECT: FUNDAMENTALS OF GAME DEVELOPMENT

Day: **Monday**
Date: **21/05/2018**

S-2018-0996

Time: **10.00 am to 01.00 pm**

Max Marks: 60

N.B:

- 1) Answer **ANY SIX** questions out of **EIGHT**.
 - 2) Figures to the **RIGHT** indicate **FULL** marks.
 - 3) Draw neat diagrams, **WHEREVER** necessary.
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- Q.1** Explain in detail, the general constraints to be considered while designing levels for a PC game. (10)
- Q.2** Describe the various parts of a Game Design Documentation (GDD). Elaborate using an example for your favorite Action game for PC. (10)
- Q.3** Describe the following aspects of a Mobile game, with appropriate examples. (10)
 - a) Game Play
 - b) Game Mechanics
- Q.4** Explain the concept of Game level design for PC games. Elaborate with an example. (10)
- Q.5** Explain the following Game Genres, with appropriate game examples - (10)
 - a) MMORPG
 - b) Strategy
- Q.6** Describe the following aspects of Game development, with elaborate example (10)
 - a) Play testing
 - b) Creating Game characters
- Q.7** List and explain the features of Any Two game development tools for 3D games for PC. (10)
- Q.8** Describe the evolution of game development for mobile devices over the last two decades. Provide names of popular game titles along with their launch year, genre, unique game features and developer studio name. (10)

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