

**B.SC. (A & G) SEM. – V (OLD COURSE)(ANIMATION & GAMING) : SUMMER - 2018**

**SUBJECT: GAME THEORY AND DESIGN-I**

Day: **Monday**

Time: **02.30 pm to 04.30 pm**

Date: **28/05/2018**

**S-2018-1018**

Max Marks: 40

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**N.B.:**

- 1) Attempt **ANY FIVE** questions out of **SEVEN**.
  - 2) Figures to the right indicate **FULL** marks.
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- Q.1** Describe the various aspects of technology (hardware and software) to be considered for 2D/3D game production and deployment for PC platforms. **(08)**
- Q.2** Describe the roles of major designations involved in a typical game development studio. **(08)**
- Q.3** Explain the following aspects of game development – **(08)**  
a) Play-testing  
b) Game Design Documentation
- Q.4** Explain clearly the steps for performing the following tasks in Unity SDK – **(08)**  
a) Collision in 2D games  
b) Animator controller for character animation
- Q.5** Explain the steps for creating a 2D platformer game using Unity SDK. **(08)**
- Q.6** Write a note on Game Production Life-cycle. Explain with an example for a PC game. **(08)**
- Q.7** Write Short Notes on the following aspects of Unity SDK – **(08)**  
a) Particle System  
b) Pre-fabs

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