

(Animation & Gaming)  
B.Sc.(A&G) Sem-VI (Old Course): SUMMER-2018

SUBJECT : GAME THEORY DESIGN – II

Day : Thursday  
Date : 17-05-2018

Time : 10:00AM TO 12:00 NOON.  
Max. Marks : 40

S-2018-1020

**N.B.:**

- 1) Attempt **ANY FIVE** questions.
- 2) Figures to the right indicate **FULL** mark
- 3) Draw neat diagrams **WHEREVER** necessary.

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- Q.1** Define - Game AI. Explain the importance of learning algorithm in Game AI. [08]
- Q.2** Explain patterned movement and flocking algorithms for game development, with appropriate game examples. [08]
- Q.3** Compare between Basic Pathfinding and A\* Pathfinding algorithms, with appropriate game examples. [08]
- Q.4** Explain the concept of Kinematics for game development. Give an example to describe the implementation of velocity and acceleration in games. [08]
- Q.5** Describe the various aspects of motion for the following Rigid Bodies in games: [08]
- a) Aircraft
  - b) Car
- Q.6** Explain Chasing and Evading algorithms for game development with appropriate game examples. [08]
- Q.7** Write Short Notes on: [08]
- a) Euler's method for Real Time Simulation in games
  - b) 2D Rigid Body simulation in games