

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

Day : **Monday** Time : **02.30 pm to 05.30 pm**  
Date : **28/05/2018** **S-2018-0997** Max. Marks : 60

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**N.B.:**

- 1) Attempt **ANY SIX** questions.
  - 2) Figures to the right, indicate **FULL** mark
  - 3) Draw neat diagrams, **WHEREVER** necessary.
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- Q.1** Explain Game Development pipeline, in detail, with diagram. [10]
- Q.2** Explain the Game Company structure, in detail, with diagram. [10]
- Q.3** List out the Top 10 mobile games in 2016-17 along with details of each game genre, publisher, year of release, and game play. [10]
- Q.4** List out the Top 10 Game development companies worldwide, along with each of their year of establishment, founder members, HQ location, popular titles and unique features of their games. [10]
- Q.5** Explain the mobile game development process, detailing the various development tools, game engines, target platforms. [10]
- Q.6** Describe the hardware requirements for PC Game Development. Describe Any Three hardware components, in detail, with examples for each. [10]
- Q.7** Define - Game Genre. Describe Any Five game genres, along with appropriate examples. [10]
- Q.8** List out Any Three game development tools for 3D games for PC / Mobile. Describe their pros and cons. [10]

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