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

SUBJECT: INTRODUCTION TO MOBILE PLATFORMS-I

Day: **Thursday** Time: **02.30 pm to 04.30 pm**

Date: **31/05/2018** Max. Marks: 40

S-2018-1014

N.B.:

1) Attempt any **FIVE** questions.
2) Figures to the right indicate **FULL** marks.
3) Explain with examples / diagrams **WHEREVER** necessary.

Q.1 Compare the features of today's most popular, Any Two smartphone operating systems. **[08]**

Q.2 Explain the difference in approach for PC versus smartphone game development. **[08]**

Q.3 Explain the following concepts, with implementation examples, related to Corona SDK and Lua Scripting - **[08]**

a) Sprites b) Layers

Q.4 Explain the best practices for game/ graphics application development for mobile and smartphone devices. **[08]**

Q.5 Explain the process of 2D game development using an industry tool, e.g. Marmalade SDK or Cocos2D SDK. **[08]**

Q.6 Describe the process of releasing an App on an AppStore. Compare the features of official App Store for Any Two popular smartphone platforms. **[08]**

Q.7 Write Short Notes on following: **[08]**

a) Java ME

b) Box2d Engine

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