

**B.SC. (A & G) SEM. – VI (OLD COURSE) (ANIMATION &
GAMING) : SUMMER - 2018**
SUBJECT : MOBILE GAMING & MULTIMEDIA

Date : **Saturday**
Day : **19/05/2018**

S-2018-1021

Time : **10.00 am to 12.00 Noon**
Max. Marks : 40

N.B.

- 1) Attempt **ANY FIVE** full questions out of **SEVEN**.
 - 2) Figures to the right indicate **FULL** marks.
 - 3) Draw neat, labeled diagrams, **WHEREVER** necessary.
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- Q.1** Explain the various mobile game Genres and Game Play techniques? **(08)**
- Q.2** Explain the necessity, considerations and procedure for mobile games & multimedia applications porting? **(08)**
- Q.3** Explain the various considerations for development and porting of a 3D Shooter game on an Android device? **(08)**
- Q.4** Enlist and explain the various features of console-style gaming system? Give popular examples of products and manufacturers for such devices? **(08)**
- Q.5** Justify the use of JNI in Android for developing 3D games? Describe an example of a game engine & its features implemented over JNI? **(08)**
- Q.6** Describe the steps and code snippets to implement the following on Android: **(08)**
- a) Touch and Swipe Gestures
 - b) Custom Animation and Sprites
- Q.7** Write Short Notes on: **(08)**
- a) Sensor APIs for game development
 - b) Monetizing and Publishing Android games

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