

**B.Sc. (A & G) Sem. – VI (Animation & Gaming) (CBCS - 2015
COURSE) : WINTER - 2018
SUBJECT : AI FOR GAMES**

Day : Monday
Date : 26/11/2018

W-2018-1130

Time : 02.30 pm to 05.30 pm
Max. Marks : 60

N. B. :

- 1) Attempt **ANY SIX** out of **EIGHT**.
 - 2) Figures to the right indicate **FULL** marks.
 - 3) Draw neat and labelled diagram **WHEREVER** necessary.
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- Q. 1** Write a note on Game AI. Explain the importance of learning algorithm in Game AI. **(10)**
- Q. 2** Describe the various ways in which AI improves the game play experience? **(10)**
- Q. 3** Explain Chasing and Evading algorithms in game development. **(10)**
- Q. 4** Explain patterned movement and flocking algorithms for game development, with examples. **(10)**
- Q. 5** Compare between Basic Path-finding and A* Path-finding algorithms, with suitable examples. **(10)**
- Q. 6** Describe the various ways in which AI plays Games? Elaborate with examples. **(10)**
- Q. 7** Describe player modeling for AI in games. Why model players? **(10)**
- Q. 8** Describe the use of Finite State Machines for implementing AI in a game. **(10)**

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