

**B.Sc. (A & G) Sem. – II (Animation & Gaming) (CBCS - 2015
COURSE) : WINTER - 2018
SUBJECT: FUNDAMENTALS OF GAME DEVELOPMENT**

Day: Monday
Date: 26/11/2018

W-2018-1120

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

N.B.:

- 1) Attempt **ANY SIX** Questions out of **EIGHT**.
- 2) Figures to the right, indicate **FULL** marks.
- 3) Draw neat, labeled diagrams, **WHEREVER** necessary.

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- Q.1** What is a game? What are the essential characteristics to be kept in mind while conceptualizing a game? (10)
- Q.2** What is meant by Game Genre? List and explain the following Game Genres along with atleast one game example for each: (10)
i) Arcade ii) Racing iii) FPS iv) Simulation v) Sports
- Q.3** Describe the purpose, importance and structure of a Game Design Documentation (GDD). (10)
- Q.4** Explain game play and game mechanics, with two examples for each. (10)
- Q.5** Explain the concept of game progression, with illustrative examples. (10)
- Q.6** Draw neat diagram, showing various phases of the Game Development Life-cycle. Explain the activities involved in initiation and pre-production phases. (10)
- Q.7** Compare the features of ANY TWO game development tools for 3D games for PC/mobile platforms. List 3 popular game titles developed using each of the tools. (10)
- Q.8** Describe the typical hardware and software configuration requirements for executing (running) a 3D game on smartphone device. Briefly explain the role of GPU and Open GLES in game execution. (10)

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