B.SC. (A & G) SEM. – II (ANIMATION & GAMING) (CBCS - 2015 COURSE) : WINTER - 2017

SUBJECT: FUNDAMENTALS OF GAME DEVELOPMENT

Day: **Thursday** | **W-2017-0889** | Time: **02.30 PM TO 05.30 PM**

Date: **28/12/2017** | Max Marks: 60

N.B:

1) Answer **ANY SIX** questions out of **EIGHT**.
2) Figures to the **RIGHT** indicate **FULL** marks.
3) Draw neat diagrams, **WHEREVER** necessary.

Q.1 Describe the following aspects of a PC game, with appropriate examples. **(10)**
a) Game Play **b)** Game Mechanics

Q.2 Explain the concept of Game level design for mobile games. Elaborate with an example. **(10)**

Q.3 Explain the concept of Game Genre. Describe Any Five genres. **(10)**

Q.4 Explain the Bubble diagram, with an elaborate example for Game level design. **(10)**

Q.5 Describe the following aspects of Game development, with elaborate example - **(10)**
a) Story- boarding **b)** Architecting the world

Q.6 List and explain the features of Any Two game development tools for 2D mobile games. **(10)**

Q.7 Explain the necessity and essential parts of a Game Concept Document (GCD). Also list out the differences between GCD and Game Design Documentation (GDD). **(10)**

Q.8 Describe the evolution of game development for PC over the last three decades. Provide names of popular game titles along with their launch year, genre, unique game features and developer studio name. **(10)**

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