

**B.SC. (A & G) SEM. – V (OLD COURSE)(ANIMATION &
GAMING) : WINTER - 2017
SUBJECT: GAME THEORY AND DESIGN-I**

Day: Tuesday
Date: 26/12/2017

Time: 10.00 AM TO 12.00 NOON
Max. Marks: 40

W-2017-0907

N.B:

- 1) Attempt **ANY FIVE** full questions out of **SEVEN**.
 - 2) Figures to the **RIGHT** indicate full marks.
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- Q.1** What is a game? How is a game prototyped? What are the essential skills of a game designer and game developer? **(08)**
- Q.2** Describe the following aspects of game development: **(08)**
- a) Play-testing
 - b) Game Design Documentation
- Q.3** Describe game play and game mechanics? Illustrate Any Two popular game examples to explain these concepts in game implementation. **(08)**
- Q.4** Describe the steps of developing a simple 3D shooter game using Unity 3D? **(08)**
- Q.5** Explain the game production life cycle, with neat, labeled diagram? **(08)**
- Q.6** Compare Any Four features of Unity SDK with any other popular game development SDK? **(08)**
- Q.7** Write Short Notes on the following aspects of Unity 3D: **(08)**
- a) FPS character
 - b) Terrain modeling and texturing
 - c) Physics and collision
 - d) Game UI and HUD