B.SC. (A & G) SEM. – VI (ANIMATION & GAMING) :
WINTER - 2017
SUBJECT : GAME THEORY DESIGN – II

Day : **Friday**
Date : **15/12/2017**

Time : **02.30 PM TO 04.30 PM**
Max. Marks : 40

W-2017-0909

N.B.:

1) Attempt **ANY FIVE** questions.
2) Figures to the right indicate **FULL** mark
3) Draw neat diagrams **WHEREVER** necessary.

Q.1 Describe Any One of the Basic Pathfinding algorithms with appropriate game example. **[08]**

Q.2 Explain line of sight and interception algorithms for game development, with appropriate game examples. **[08]**

Q.3 Differentiate between the concept of Kinetics and Kinematics as used in game development. Give suitable examples for Rigid Body Kinetics and Kinematics. **[08]**

Q.4 Explain Euler's method of Real Time Simulation in games. Give suitable examples. **[08]**

Q.5 Describe the various aspects of motion for the following Rigid Bodies in games: **[08]**

a) Ship

b) Car

Q.6 Compare Deterministic versus Non-deterministic Game AI techniques. Give suitable game examples. Also write a note on the current and future industry trends in Game AI implementation. **[08]**

Q.7 Write Short Notes on: **[08]**

a) Fuzzy logic in games

b) Rule-based AI in games

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