

**B.SC. (A & G) SEM. – III (ANIMATION & GAMING) (CBCS -
2015 COURSE) : WINTER - 2017
SUBJECT : INDUSTRY OF GAMING**

Day : **Monday**
Date : **18/12/2017**

Time : **10.00 AM TO 01.00 PM**
Max. Marks : 60

W-2017-0890

N.B.:

- 1) Attempt **ANY SIX** questions.
 - 2) Figures to the right, indicate **FULL** mark
 - 3) Draw neat diagrams, **WHEREVER** necessary.
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- Q.1** Explain the term Game Genre. Describe Any Five genres, along with appropriate examples. [10]
- Q.2** List out the Top 10 console games in 2016-17 along with details of each game genre, publisher, year of release, and game play. [10]
- Q.3** List out the Top 10 Game development companies in India, along with each of their year of establishment, founder members, HQ location, popular titles and unique features of their games. [10]
- Q.4** Explain Game Development Life Cycle, in detail, with diagram. [10]
- Q.5** Explain PC game development process, detailing the various development tools, game engines, target platforms. [10]
- Q.6** Explain the difference between GPU and CPU. Explain their role in Game Development. [10]
- Q.7** List out Any Three game development tools for 2D games for Mobile / Web. Describe their pros and cons. [10]
- Q.8** Explain the team structure in a Game Development Company, along with details of designation and their roles and responsibilities. [10]

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