

**B.SC. (A & G) SEM. – III (OLD COURSE)(ANIMATION &
GAMING) : WINTER - 2017**

SUBJECT : INTRODUCTION TO MOBILE PLATFORMS - I

Day : **Wednesday**
Date : **20/12/2017**

W-2017-0903

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

N.B.:

- 1) Attempt **ANY FIVE** full questions.
 - 2) All questions carry **EQUAL** marks.
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- Q.1** Explain Any Four features of Corona SDK for Android-based game development.
- Q.2** Explain the following concepts, with implementation examples related to Corona SDK and Lua programming:
- a) Sprite b) Layer
- Q.3** Compare and features of today's most popular, any four smart phone platforms.
- Q.4** Explain the steps for development of a 2D smart phone game for eg. Tic – Tac – Toe, using Corona SDK.
- Q.5** Explain the best practices for game / graphics app in development for mobiles.
- Q.6** Explain the concept of physics and collision as used in 2D mobile game development. Elaborate using an example.
- Q.7** Compare native vs. cross platform smart phone app development for 2D / 3D games.

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