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**UNIVERSITY**

(Karunya Institute of Technology & Sciences)

(Declared as Deemed-to-be University under Sec.3 of the UGC Act, 1956)

Reg.No. \_\_\_\_\_\_\_\_\_\_\_\_\_

**End Semester Examination – Nov/Dec – 2016**

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|  |  | **Semester :** | **2016-17 ODD** |
| **Code :** | **14CS3055** | **Duration :** | **3hrs** |
| **Sub. Name :** | **Interactive Game Design** | **Max. marks :** | **100** |

**ANSWER ALL QUESTIONS (5 x 20 = 100 Marks)**

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| **Q. No.** | **Sub Div.** | **Questions** | **Marks** |
| 1. | a. | Explain the important skills a game designer need to develop in addition to the love of games | 10 |
| b. | Mention the classic sources of conflict that emerges from the players trying to accomplish the goals of the game and point out what these sources offer in terms of various types of game play. | 10 |
| (OR) | | | |
| 2. | a. | Define the objectives of capture, chase, alignment, race, construction and outwit games. Create a list of your favorite games for each of the objectives. | 10 |
| b. | Describe the Flow theory and explain the elements that help to achieve flow. | 10 |
| 3. | a. | Justify How ‘Players’ are classified as Formal elements. | 10 |
|  | b. | List the examples of potential player types a game designer may consider when crafting his gameplay | 10 |
| (OR) | | | |
| 4. | a. | What are the ground rules to be remembered when you are brainstorming the game idea with other people? | 10 |
|  | b. | Show the feedback loops for two different types of game scoring systems which promote divergence or balance relationship. | 10 |
| 5. | Describe the different categories of editing and refining an idea and turning those ideas into a game | | 20 |
| (OR) | | | |
| 6. | How can you tell if your game is fun? Explain the important aspects of dramatic tools to consider when testing your game for fun. | | 20 |
| 7. | a. | In the process of prototyping your original game idea, how will you articulate the core gameplay. List the core gameplay mechanisms of any five games of your interest. | 10 |
|  | b. | Show the model for continual iterative process of playtesting, evaluating and revising and explain how the testing cycle gets tighter and tighter as production moves forward. | 10 |
| (OR) | | | |
| 8. | a. | Show the ‘V’ shape graphical representation of the stages of development of a game and explain the tasks of each stage with time estimates | 10 |
|  | b. | Discuss the contents of a design document that contains all the details required to create a game. | 10 |
|  | | **Compulsory:** |  |
| 9. | List out the members in game publisher’s team and describe their roles and responsibilities in detail. Provide few examples of typical publishers and developers in the industry today. | | 20 |

ALL THE BEST