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



**UNIVERSITY**

(Karunya Institute of Technology & Sciences)

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

**Supplementary Examination – June – 2017**

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| **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 | Course  Outcome | Marks |
| 1. | a. | 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. | CO1 | 10 |
| b. | Discuss the iterative playcentric design process that a game designer should go through when designing a game. | CO1 | 10 |
| (OR) | | | | |
| 2 |  | Write down the descriptions of your favorite 3D action game and a board game. Compare your descriptions based on the formal elements of those games and the underlying mechanism of each game. | CO2 | 20 |
| 3. | a. | Show with an example how games with very similar objectives and related system designs provide extremely different ranges of possibilities with completely different player experiences. | CO1 | 10 |
|  | b. | Discuss on the factors that need to be considered when designing the games for player interactions. | CO1 | 10 |
| (OR) | | | | |
| 4. | a. | Describe the different categories of editing and refining an idea and turning those ideas into a game. | CO1 | 10 |
|  | b. | Show the feedback loops for two different types of game scoring systems which promote divergence or balance relationship. | CO2 | 10 |
| 5. |  | Explain the areas of investigation for digital prototyping such as game mechanics, aesthetics, kinesthetics and technology in detail. | CO2 | 20 |
| (OR) | | | | |
| 6. | a. | As you play test, you will invariably notice places where your game is functional but incomplete. How will you test the completeness of your game? | CO2 | 10 |
|  | b. | Point out the key things that a designer should look for when balancing a game system. | CO1 | 10 |
| 7. | a. | Show the play matrix with several games plotted in each quadrant. Analyze the patterns in the types of games that fall in different quadrants. | CO2 | 10 |
|  | b. | Depict the various stages of prototyping and the types of play testers you should involve at each stage. | CO2 | 10 |
| (OR) | | | | |
| 8. |  | Illustrate the basic job categories that make up most development and publishing teams in the game industry and provide few examples of typical publishers and developers in the industry today. | CO1 | 20 |
|  | **Compulsory :** | |  |  |
| 9. |  | Show the ‘V’ shape graphical representation of the stages of development of a game and explain the tasks of each stage with time estimates. | CO2 | 20 |