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



**UNIVERSITY**

(Karunya Institute of Technology & Sciences)

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

**End Semester Examination – April/May – 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. | As a game designer, how will you design the structure of interaction between a player, the game system and any other players? Create a list of your favorite games for each of the interaction patterns. | | CO1 | 10 |
| b. | Player actions as specified by procedures can be split up into four major categories in most of the games. List the procedures for Super Mario Bros and compare with the actions specified by the procedures. | | CO2 | 10 |
| (OR) | | | | | |
| 2. | a. | List three areas of your life that could be games. Briefly describe a possible underlying game structure for each. | | CO1 | 10 |
| b. | Define the objectives of capture, chase, alignment, race, construction and outwit games. Create a list of your favorite games for each of the objectives. | | CO2 | 10 |
| 3. | a. | Choose any three strategy board games and identify the basic elements of those game systems. How do these elements cause change in the system state. | | CO2 | 10 |
|  | b. | Plot the dramatic arc for your favorite game with a story involved and explain how dramatic tension rises and falls during various stages of a story. | | CO1 | 10 |
| (OR) | | | | | |
| 4. | a. | What are the ground rules to be remembered when you are brainstorming the game idea with other people. | | CO1 | 10 |
|  | b. | Categorize the four fundamental types of play with the concepts of rule-based and free form and also give examples for each of these categories. | | CO1 | 10 |
| 5. | a. | Elaborate the different viewpoints of the game environment. Write the distinctive feature of each point of view with examples. Which viewpoint is the best choice for your game? | | CO2 | 10 |
|  | b. | Point out the key things that a designer should look for when balancing a game system. | | CO1 | 10 |
| (OR) | | | | | |
| 6. | 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. | | CO1 | 10 |
|  | b. | Show the model for continual iterative process of play testing, evaluating and revising and explain how the testing cycle gets tighter and tighter as production moves forward. | | CO2 | 10 |
| 7. | a. | Show your favorite games plotted in each quadrant of the play matrix and analyze the patterns in the types of games that fall in different quadrants | | CO2 | 10 |
|  | b. | Describe the features that can kill the fun in the game design concept. | | CO2 | 10 |
| (OR) | | | | | |
| 8. |  | | 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. | CO1 | 20 |
| **Compulsory:** | | | |  |  |
| 9. |  | | Provide an overview of the process for creating a realistic project plan and budget. Analyze how each step directly affects its successor. | CO1 | 20 |