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

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**End Semester Examination – Nov/Dec – 2018**

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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. |  | Describe and compare the structure of your favourite board game and digital game based on players, objectives, procedures, rules, conflicts and outcome. | | CO1 | 20 |
| (OR) | | | | | |
| 2. |  | Elaborate on the possible interaction patterns between the players and the game system and create a list of games for each of the patterns. | | CO1 | 20 |
|  |  |  | |  |  |
| 3. |  | List the procedures for Super Mario Bros and compare the procedures with the major categories of player actions. | | CO1 | 20 |
| (OR) | | | | | |
| 4. |  | Choose a game with a story involved, and plot the story against the dramatic arc. Show how tension rises and falls during various stages of a story. | | CO1 | 20 |
|  |  |  | |  |  |
| 5. | a. | Elaborate on the different viewpoints of the game environment with their distinctive features. | | CO2 | 10 |
| b. | Show the feedback loops for two different types of game scoring systems which promote divergence or balance relationship. | | CO2 | 10 |
| (OR) | | | | | |
| 6. |  | Describe the different categories of editing and refining an idea and turning those ideas into a game. | | CO2 | 20 |
|  |  |  | |  |  |
| 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. | Depict the various stages of prototyping and the types of playtesters you should involve at each stage. | | CO2 | 10 |
| (OR) | | | | | |
| 8. |  | | 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. | CO2 | 20 |
|  |  | | |  |  |
| **Compulsory**: | | | |  |  |
| 9. |  | Show the ‘V’ shape graphical representation of the stages of development of a game and explain the tasks of each stage. | | CO3 | 20 |