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

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

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| **Code :** | **14MT2051** | **Duration :** | **3hrs** |
| **Sub. Name :** | **3D GAME DESIGN** | **Max. marks :** | **100** |

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

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| **Q. No.** |  | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. |  | Brief about the history of video games and the series of technological advances involved during the transition of past to present . | CO2 | 20 |
| (OR) | | | | |
| 2. |  | Design a game document from pre-production to post production phase for any game genre of your choice with suitable illustrations and examples. | CO1 | 20 |
|  |  |  |  |  |
| 3. |  | Explain briefly about regulating movement behaviours involved in gaming with suitable examples and algorithms. | CO3 | 20 |
| (OR) | | | | |
| 4. |  | Describe the significance of HUD and icon designing in game productions. Also explain in detail about how does UI/UX affects the game revenue? | CO2 | 20 |
|  |  |  |  |  |
| 5. |  | What is the significance of Multiplayer gaming? Write suitable pseudo codes using any game engine of your choice to design single level multiplayer game. | CO2 | 20 |
| (OR) | | | | |
| 6. |  | Describe about various design principles involved in introducing sound to game productions. | CO1 | 20 |
|  |  |  |  |  |
| 7. |  | Explain in detail with necessary illustrations about the various involved in designing a business model for game production. Also state the impact of business model on game revenue. | CO3 | 20 |
| (OR) | | | | |
| 8. |  | Explain in detail about various elements of game play on a specific genre of game. | CO3 | 20 |
|  | |  |  |  |
|  | | **Compulsory**: |  |  |
| 9. |  | Explain in detail about 3C’s involved in game production with suitable examples and illustrations of any game genre of your own choice. | CO2 | 20 |