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

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

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| **Code :** | **17MT2017** | **Duration :** | **3hrs** |
| **Sub. Name :** | **THEORIES OF GAME PRODUCTION** | **Max. marks :** | **100** |

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

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| **Q. No.** | **Sub Div.** | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. |  | Design a Game document on pre-production phase for any game genre of your choice. Mention in brief about various logic and scripting language used in game productions. | CO2 | 20 |
| (OR) | | | | |
| 2. |  | Explain in detail about fudge factor and modeling factor in gaming. | CO2 | 20 |
|  |  |  |  |  |
| 3. |  | Describe the importance of 2d/3d maps in gaming. Explain in detail about different types of maps used in game productions. | CO3 | 20 |
| (OR) | | | | |
| 4. |  | Describe the significance of UI/UX in game productions. Explain in detail about how does UI/UX affects the game revenue. | CO3 | 20 |
|  |  |  |  |  |
| 5. | a. | Explain in detail about 3C’s involved in Game production with suitable examples of game genres. | CO2 | 12 |
| b. | List out the importance of cut scenes included in games. | CO1 | 8 |
| (OR) | | | | |
| 6. |  | Describe about various design principles involved in creating a terrain and a relevant skybox. | CO2 | 20 |
|  |  |  |  |  |
| 7. |  | What is meant by character motor? Using any Game engine of your own choice list out the steps involved in creating a character motor using appropriate pseudo codes. | CO3 | 20 |
| (OR) | | | | |
| 8. |  | What is meant by HUD? Explain in detail various techniques of designing HUD icon implementing the same in a Game Engine. | CO2 | 20 |
|  | |  |  |  |
|  | | **Compulsory**: |  |  |
| 9. |  | Explain in detail about the various types of movement rates and algorithms used in game production using appropriate pseudo codes. | CO3 | 20 |