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 – Nov/Dec – 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. | | Explain the exhaustive flow of the iterative play centric design process the game designer should apply during every aspect of game design. | | CO1 | 10 | |
| b. | | Name three games that you find particularly challenging and describe why. | | CO1 | 10 | |
| (OR) | | | | | | | |
| 2. |  | | | Think of any two completely different types of games and write down the descriptions of those games. Compare your descriptions based on the formal and dramatic elements present in the games and the underlying mechanics of each games. | CO1 | 20 | |
|  |  | |  | |  |  | |
| 3 | a. | | Explain the player interaction patterns and create a list of your favorite games for each of the interaction patterns. | | CO1 | 10 | |
|  | b. | | Summarize the effective interface design techniques that can help your game reflect both original thinking and sensitivity to user expectations? | | CO1 | 10 | |
| (OR) | | | | |  |  | |
| 4. | a. | | 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. | | 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. | | CO2 | 10 | |
|  |  | |  | |  |  | |
| 5. | a. | | List the examples of potential player types a game designer may consider when crafting his gameplay | | CO2 | 10 | |
|  | b. | | Outline the methods of recruiting strangers to play test your game when you're creating the prototype? Show the types of play testers appropriate for each stage of prototyping. | | CO2 | 10 | |
| (OR) | | | | | | | |
| 6. | a. | | During game design, you may have implemented some features that “killed” the fun in your original concept. Explain about them. | | CO3 | 10 | |
|  | b. | | Point out the key things that a designer should look for when balancing a game system. | | CO3 | 10 | |
|  |  | |  | |  |  | |
| 7. |  | | 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 | 20 | |
| (OR) | | | | | | | |
| 8. |  | Discuss about the different types of developers team in detail. | | | CO3 | 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. | | | CO3 | | 20 |