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



**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. |  | 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. Elaborate on the importance of interaction between the players and the game system when designing a game. | CO1 | 20 |
| (OR) | | | | |
| 2. | a. | Player actions as specified by procedures can be split up into four major categories in most of the games. List the procedures of your favourite game and compare with the actions specified by the procedures. | CO1 | 10 |
|  | b | 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 |
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| 3. |  | Describe the different categories of editing and refining ideas and turning those ideas into a game. | CO2 | 20 |
| (OR) | | | | |
| 4. |  | Show with an example how games with very similar objectives and related system designs provide extremely different ranges of possibilities with completely different player experiences. | CO1 | 20 |
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| 5. | a. | Plot your favorite videogames, board games and physical games on the play matrix. Describe the differences and similarities between the three types of games. What does the play matrix show you? | CO2 | 10 |
|  | b. | Summarize the methods to conduct play testing session when you have play testers in your office? | CO2 | 10 |
| (OR) | | | | |
| 6. | a. | Depict the various stages of prototyping and the types of play testers you should involve at each stage. | CO2 | 10 |
|  | b. | Examine the procedure to test the completeness of your game. | CO3 | 10 |
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| 7. |  | Provide an overview of the process for creating a realistic project plan and budget. Analyze how each step directly affects its successor. | CO3 | 20 |
| (OR) | | | | |
| 8. |  | Illustrate the basic job categories that make up most development and publishing teams in the game industry and provide few examples of typical publishers and developers in the industry today. | CO3 | 20 |
| **Compulsory:** | | |  |  |
| 9. |  | Explain the graphical representation of the stages of development of a game. | CO1 | 20 |

ALL THE BEST