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



**End Semester Examination – Nov / Dec – 2019**

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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.** |  | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. |  | Explain in detail the different roles of a game designer along with the play-centric game design process as a part of game development. | CO3 | 20 |
| **(OR)** | | | | |
| 2. |  | What is meant by Playtesting? Discuss the role of playtesters and explain briefly the various steps involved in effective play testing of a game. | CO2 | 20 |
|  |  |  |  |  |
| 3. |  | Interpret and classify different types of formal elements of Game design and development process with neatly labeled flowcharts / sketches. | CO3 | 20 |
| **(OR)** | | | | |
| 4. |  | Identify a game on a particular genre of your own choice and briefly explain the significances of dramatic elements required for the design process. | CO1 | 20 |
|  |  |  |  |  |
| 5. |  | Design a game tuning system for a specific genre of a game using various techniques of system interactions. | CO2 | 20 |
| **(OR)** | | | | |
| 6. |  | Define game prototype. Explain in detail the different types of prototyping techniques with the help of a neat flowgraph. | CO3 | 20 |
|  |  |  |  |  |
| 7. |  | Explain in detail the various digital prototyping techniques involved in game production with neat sketches. | CO1 | 20 |
| **(OR)** | | | | |
| 8. |  | Identify an endless runner game of your own choice and create a project plan flowgraph along with a design document for the same using game dynamics concept. | CO2 | 20 |
|  | | **Compulsory**: |  |  |
| 9. |  | Summarize the content on “**Developers vs Publishers”** with suitable sketches and examples from any game genre of your own choice. | CO3 | 20 |