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



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

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| **Code :** | **17CS3046** | **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. |  | Describe in detail the player centric game design process from idea conception through completion. | CO1 | 20 |
| **(OR)** | | | | |
| 2. | a. | Analyze the different player interaction patterns and list out your favorite games for each pattern. | CO1 | 10 |
| b. | Outline the methods to introduce innovation in game design without taking risks in terms of time and money. | CO1 | 10 |
|  |  |  |  |  |
| 3. |  | Express the method to define the rules for the game and discuss the main purposes that emerge concerning the nature of rules. List five sample rules from different types of games. | CO2 | 20 |
| **(OR)** | | | | |
| 4. | a. | Choose any three Board games and identify the basic elements of those game systems. | CO2 | 10 |
| b. | Compare and contrast the conflict in football with the conflict in poker game. Describe how each game creates conflict for the players. | CO2 | 10 |
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| 5. |  | Describe the idea development process with neat diagram and explain the procedure for evaluating the game idea. | CO3 | 20 |
| **(OR)** | | | | |
| 6. | a. | Depict the various stages of prototyping and the types of play testers you should involve at each stage. | CO4 | 10 |
| b. | During the game design process, the designers may have implemented some features that “killed” the fun in the original concept. Discuss about them in detail. | CO4 | 10 |
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| 7. |  | Summarise the roles and responsibilities of core team members in development and publishing teams in the game industry. | CO5 | 20 |
| **(OR)** | | | | |
| 8. |  | Justify the V shape representation of the different stages of game development and explain the tasks of each stage with time frames. | CO6 | 20 |
|  | | **Compulsory**: |  |  |
| 9. |  | Describe in detail the techniques for agile project planning to lead effective agile teams in the development of game design. | CO6 | 20 |