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



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

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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.** |  | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. |  | Elucidate the typical Game Development Process. | CO1 | 20 |
| **(OR)** | | | | |
| 2. |  | Analyze the Game Design Documents required to comprehend a Game. | CO1 | 20 |
|  |  |  |  |  |
| 3. |  | Explain the obstacle and wall avoidance mechanism for the dynamic movement of an actor. | CO2 | 20 |
| **(OR)** | | | | |
| 4. |  | Explain how the rules of a game are set through Game Mechanics. | CO2 | 20 |
|  |  |  |  |  |
| 5. |  | Analyze the Five Different Core Mechanics with relevance to action, strategy, role playing, sports and games. | CO3 | 20 |
| **(OR)** | | | | |
| 6. |  | Illustrate the importance of designing an User Interface for Games. | CO3 | 20 |
|  |  |  |  |  |
| 7. |  | Elaborate the Terrain design methodology of a Game. | CO4 | 20 |
| **(OR)** | | | | |
| 8. |  | Describe the various methods of scoring and motivation in Games. | CO5 | 20 |
|  | | **Compulsory**: |  |  |
| 9. |  | Create a Game proposal for a multi player game of your choice and justify the actors, sprites and terrain features involved in the game. | CO6 | 20 |