

Total No. of printed pages = 4

BMD 171602

Roll No. of candidate

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2019

B.DES. (MCD) 6th Semester End-Term Examination

INTRODUCTION TO GAME DESIGN

(OLD Regulation)

Full Marks – 100

Time – Three hours

The figures in the margin indicate full marks
for the questions.

Answer question No.1 and any SIX from the rest.

1. Fill in the blanks : (10 × 1 = 10)
- (a) The two elements that affect a game's difficulty are _____ and _____.
 - (b) The first commercial video game was _____.
 - (c) The game PONG was based on the sports of _____.
 - (d) Play can be defined as an activity engaged in for _____ and recreation.

[Turn over

- (e) Adventure games offer _____ and puzzle solving as the main attraction.
 - (f) _____ games require the player to take on a leadership role.
 - (g) The popular game PlayerUnknown's Battlegrounds belongs to the genre called _____.
 - (h) In PvP games, players who scores most kills or most points are awarded the _____ title.
 - (i) The characters which cannot be controlled by a player in a game are called _____.
 - (j) Hidden message which are left in game for players to find are called _____.
2. (a) What are the things one often finds in most game design documents? (5)
 - (b) Why and how is feedback important when you design a game? Explain. (6)
 - (c) While reviewing someone's work what are the steps one should follow? (4)
3. (a) What are some of the methods of brainstorming for game ideas? (12)
 - (b) What are the different classification of games? (3)

4. Write short notes on the following game types :
(3 × 5 = 15)
- (a) Action
 - (b) Adventure
 - (c) Simulation
5. (a) Mention five game genres with examples of games from that genre. (10)
- (b) What are MMOGs? Give three examples of popular MMOGs. (2 + 3 = 5)
6. (a) What are OWGs? Give two examples of OWGs. (2 + 2 = 4)
- (b) Discuss the pros and cons of games as digital media. (6 + 5 = 11)
7. (a) Describe the different Player Perspectives with examples. (9)
- (b) What are cheat codes and how can they affect gameplay? (6)
8. (a) Story and Visuals are not the most important elements of game design. Justify your answer. (5 + 5 = 10)
- (b) What is GPU? How does it differ from a CPU? (5)

9. (a) State five differences between Hardcore and Casual Players. (5)
- (b) What are game identities? How can you make your own unique identity? (5)
- (c) What are the various ways in which video games can teach important lessons in life? (5)
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