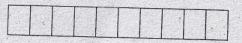
Total No. of printed pages = 4

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1,15

Roll No. of candidate



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 : $(10 \times 1 = 10)$

(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

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	1997 - E.	
	(e)	Adventure games offer and puzzle solving as the main attraction.
	(f)	games require the player to take on a leadership role.
•	(g)	The poplar game PlayerUnknown's Battlegrounds belongs to the genre called
	(h)	In PvP games, players who scores most kills or most points are awarded the ———————————————————————————————————
	(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)

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4.	Wr	ite short notes on the following game types : $(3 \times 5 = 15)$
	(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 $(2+3=5)$
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)

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- 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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