

2024

INTRODUCTION TO GAME DESIGN

Full Marks: 100

Time: Three hours

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

Answer **Question No. 1** and *any four* from the rest.

1. A) Fill in the blanks:

(10x1 = 10)

- i. The two elements that affect a game's difficulty are _____ and _____.
- ii. The game PONG was based on the sports of _____.
- iii. Adventure games offer _____ and puzzle solving as the main attraction.
- iv. _____ games require the player to take on a leadership role.
- v. Character management is technical in _____ game types.
- vi. Grand Theft Auto belongs to the _____ game genre.
- vii. The popular Brick game is also known as _____.
- viii. Games aimed at teaching real world concepts via gameplay are called _____.
- ix. Hidden messages which are left in game for players to find are called _____.
- x. The full form of APU is _____.

B) State True or False.:

(1 x 10 = 10)

- i) Video game is a source of entertainment.
- ii) The first Home Game System was Magnarox Odyssey.
- iii) Fighting plays a major role in Adventure game type.
- iv) Gran Turismo is a simulation game.
- v) The game 'Commando – Behind Enemy Lines' is an RPG.
- vi) Platformer games are also known as side-scrollers.
- vii) Cheat codes and hacks are both illegal.
- viii) Horizon Zero Dawn is a console exclusive game.
- ix) Performance metrics records the performance of a player in a game.
- x) Aesthetics generate dynamics in a game.

2. A) State any five advantages and disadvantages of games as digital media? (10)
 B) What are the things one often finds in most game design documents? (5)
 C) Why and how is feedback important when you design a game? Explain. (5)
3. A) While reviewing someone's game project what are the steps one should follow? (4)
 B) Explain the difference between writer-led story and player-led story in a game. (10)
 C) Describe the two different classes of thoughts in Game studies. (3+3 = 6)
4. A) Describe any two Game Types with examples. (5+5+2 = 12)
 B) State any four Game Genre with examples. (4+4 = 8)
5. A) What is NPC? Why are they required in game? (6)
 B) Describe the various designer perspectives with examples. (12)
 C) What are game mods? (2)
6. A) What is an APU and how is it different from a GPU? (5)
 B) Video games teach important lessons in life. Justify the statement. (5)
 C) Describe the MDA framework and their relationship with each other. (10)
7. Write short notes on *any four* of the following: (4x5 = 20)
 - A) Classic Arcade games
 - B) First Person Sneaker
 - C) Isometric view
 - D) VR Treadmill
 - E) Hardcore gamer
 - F) Game Identity

