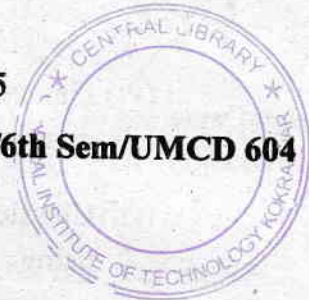


Total No. of printed pages = 5

19/6th Sem/UMCD 604

2022



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 : 1×10=10

(i) Video game is a form of _____.

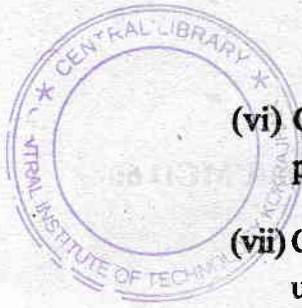
(ii) The first hit video game was _____.

(iii) Computer Space is a space combat _____ video game.

(iv) Narratology and Ludology are the two classes of thoughts in _____.

(v) Reflex response is the primary skill needed to play _____ games.

[Turn over



(vi) Games developed for commercial purpose are called _____.

(vii) Classic Arcade machines were operated using _____.

(viii) Gameplay in _____ games generally includes running and jumping.

(ix) The game mode where players compete against computer-controlled opponents is referred to as _____.

(x) Top-down view is a player _____.

(b) State True or False : 1×10=10

(i) The first Home Game System was The Magnarox Odyssey.

(ii) PONG was originally manufactured by Atari.

(iii) Candy Crush is a Strategy game.

(iv) Resource management is vital for Simulation games.

(v) In a FPS game, player character's facial details are not visible.

(vi) The game maps of OWGs are very large and players can carry out objectives freely.

(vii) In RPG games players can play as NPCs.

(viii) The game mode of playing against computer-controlled opponents is called PvP.

(ix) Games are popular based upon how good their graphical elements are.

(x) Easter Eggs are some collectible eggs which are hidden within the game.

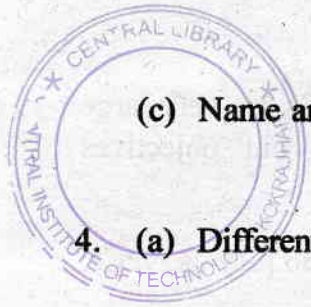
2. (a) What is a video game ? What is the difference between a Video game and a Computer game ? 2+3=5

(b) What are some of the advantages and disadvantages of using games as digital media ? 6+5=11

(c) Define Narratology and Ludology. 4

3. (a) What is the difference between a game type and a game genre ? 4

(b) Describe the game types along with their characteristics. 12



(c) Name any four game genre with an example. 4

4. (a) Differentiate between MMOG and MMORPG. 4

(b) Describe any two player perspectives. $5 \times 2 = 10$

(c) What are the most important elements of a game design from a designer's perspective? 6

5. (a) How can video games teach some important lessons in life? Give examples to support your answer. 8

(b) What are game analytics? State the categories of metrics. 6

(c) What is the difference between Cheat Codes and Hacks? 6

6. (a) What is APU? How is it different from a CPU/GPU? 5

(b) What is the MDA Framework and how does it work? 5

(c) How do you identify a Casual Gamer and a Hardcore Gamer? 10

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7. Write short notes on the following : 5×4=20

- (a) NPC
- (b) Easter Egg
- (c) MOD
- (d) Gaming Identity.

