2023

INTRODUCTION TO GAME DESIGN

Full Marks: 100

Time: Three hours

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

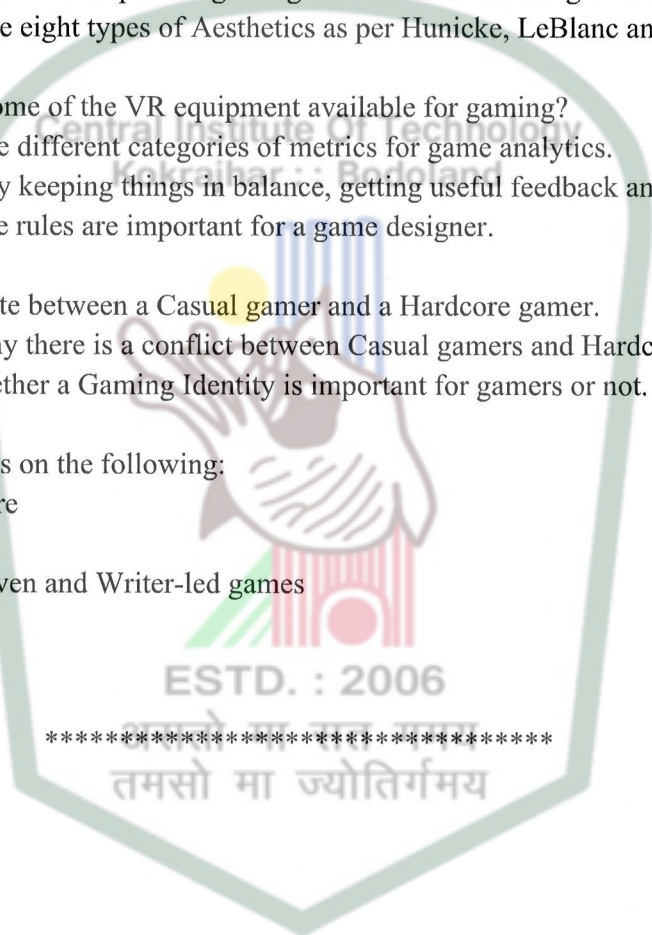Answer **Question No. 1** and *any four* from the rest.

1. A) Fill in the blanks: (10x1 = 10)

   i.   The first commercial video game was, _____.
   ii.   Play can be defined as an activity engaged in for enjoyment and _____.
   iii.   Character management is technical in _____ game type.
   iv.   Gran Tourismo is an example of _____ game type.
   v.   Resource management is vital for playing _____ game type.
   vi.   Fortnite belongs to the _____ game genre.
   vii.   Games where players compete against real opponents are referred to as _____.
   viii. Games like _____ proves that story is not the most important element in video games.
   ix.   The full form of mod is _____.
   x.   Sony PlayStation belongs to the _____ gaming platform.

   B) State True or False.:   (1 x 10 =10)

   i)   Video game is a form of entertainment.
   ii)   Only a specific age group of people can play video games.
   iii)   NFS is a simulation game.
   iv)   Computer Space is a space combat arcade game.
   v)   Sports games can be simulation games as well.
   vi)   Players cannot interact with NPCs.
   vii)   The popular game Clash of Clans is an MMORPG game.
   viii) Metric is a stream of data that is being tracked over time.
   ix)   From the perspective of the designer, the mechanics generate dynamics which generate aesthetics.
   x)   One cannot be a casual player for one game and hardcore player for another game.

2. A) State any five methods of brainstorming for game ideas.   (5)
    B) What is in a Game Design Document?   (5)
    C) Describe the game types 'Action' and 'Adventure' with examples.   (5+5 = 10)

3. A) Name any four game categories with examples.   (4)
    B) Describe elaborately the different types of player perspectives in video games.   (16)

4. A) What are the most important gaming hardware one should get for a gaming rig? (12)
    B) What are the eight types of Aesthetics as per Hunicke, LeBlanc and Zubek?   (8)

5. A) What are some of the VR equipment available for gaming?   (6)
    B) Describe the different categories of metrics for game analytics.   (8)
    C) Explain why keeping things in balance, getting useful feedback and implementing
        proper game rules are important for a game designer.   (6)

6. A) Differentiate between a Casual gamer and a Hardcore gamer.   (10)
    B) Explain why there is a conflict between Casual gamers and Hardcore gamers.   (5)
    C) Justify whether a Gaming Identity is important for gamers or not.   (5)

7. Write short notes on the following: (4x5 = 20)
    A) Game genre
    B) OWG
    C) Writer-driven and Writer-led games
    D) AMD.

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