

2025

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. Video game is a form of _____.
- ii. The first real video game was _____.
- iii. Reflex response is the primary skill needed to play _____ games.
- iv. Games developed for commercial purpose are called _____.
- v. Classic Arcade machines were operated using _____.
- vi. Gameplay in _____ games generally includes running and jumping.
- vii. The game mode where players compete against computer- controlled opponents is referred to as _____.
- viii. Android and iOS are _____ based gaming platforms.
- ix. The two big GPU manufacturers are NVidia and _____.
- x. _____ metrics keep track of what happens in your in-game chat.

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

- i) The first commercial video game was PONG.
- ii) Old retired people cannot play video games.
- iii) Candy Crush is a puzzle game.
- iv) Games like Age of Empires teaches you about resource management.
- v) BGMI/PUBG is an Open World Game.
- vi) Fellowship is one of the game aesthetics.
- vii) For a game to be successful it must have a good story.
- viii) Mobile Legends is a PvP game.
- ix) APUs are manufactured by NVidia.
- x) Gamers use their real names as Gaming Identities.

2. A) State any ten methods of brainstorming for game ideas. (10)
B) Describe Narratology and Ludology with examples. (5+5 = 10)
3. A) Explain the differences between *Games of Chance* and *Games of Skill* with proper examples. (5+5 = 10)
B) What is a Game Design Document and why is it required? (5)
C) As a game designer, discuss how you can keep balance in your game. (5)
4. A) How is a *Game Type* different from a *Game Genre*? (4)
B) State the game types with an example each. (6+6 = 12)
C) Name any four *Game Genre* you have played. (4)
5. A) State any four *Game Categories* with examples. (4)
B) Differentiate between MMOG and MMORPG with examples. (2+2+2 = 6)
C) Describe any two player perspectives with examples. (5+5 = 10)
6. A) What are game analytics? State the categories of metrics. (6)
B) What is the difference between Cheat Codes and Hacks? Explain with examples. (6)
C) How can you identify a hardcore gamer from a casual gamer? (4+4 = 8)
7. Write short notes on **any four** of the following: (4x5 = 20)
A) PONG
B) NPC
C) Easter Eggs
D) Console Exclusive Games
E) Gaming in Virtual Reality
F) MDA Framework
