

BIRLA INSTITUTE OF TECHNOLOGY, MESRA, RANCHI
(END SEMESTER EXAMINATION)

CLASS: BAM
BRANCH: ANIMATION & MULTIMEDIA

SEMESTER : II
SESSION : SP/2024

SUBJECT: AN113 INTRODUCTION TO GAME DESIGN & DEVELOPMENT
TIME: 3 Hours

FULL MARKS: 50

INSTRUCTIONS:

1. The question paper contains 5 questions each of 10 marks and total 50 marks.
 2. Attempt all questions.
 3. The missing data, if any, may be assumed suitably.
 4. Before attempting the question paper, be sure that you have got the correct question paper.
 5. Tables/Data hand book/Graph paper etc. to be supplied to the candidates in the examination hall.
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Q.1(a)	Imagine you're building a simple 3D maze game in Unity. Describe the process of creating a basic level for your game, outlining at least four key steps involved.	[5]	2	3
Q.1(b)	Why is messing around with Blueprints so important for newbies in Unreal Engine?	[5]	1	2
Q.2(a)	Why is playtesting crucial in game development? Describe the process of playtesting and how the feedback gathered can be used to iterate and improve upon the game design.	[5]	2	4
Q.2(b)	Choose a specific game genre (e.g., real-time strategy, open-world RPG). Analyze the core elements that define that genre and explain how these elements contribute to the overall gameplay experience.	[5]	2	4
Q.3(a)	Explain the importance of user interface (UI) and user experience (UX) design in game development. Provide examples of how good UI/UX can enhance gameplay and how poor UI/UX can hinder it.	[5]	3	5
Q.3(b)	Concept art is often referred to as a "visual language."how concept art is essential for developing a game.	[5]	3	3
Q.4(a)	Why is communication important when working with a game development budget?	[5]	4	4
Q.4(b)	What is meant by game balancing? Explain the importance of achieving a well-balanced game and discuss some techniques used to ensure fair and engaging gameplay.	[5]	3	3
Q.5(a)	Briefly discuss some emerging trends and technologies that might shape the future of game design and development.	[5]	5	4
Q.5(b)	How can games be designed to have a positive impact on players and society?	[5]	4	3

:::24/04/2024:::E