

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

**CLASS: B.Sc. A&M (BAM)
BRANCH: BAM**

**SEMESTER : II
SESSION : SP/2025**

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)	What is a game engine? Name two popular game engines and mention one key feature of each.	[5]	CO CO2	BL 1
Q.1(b)	What is the difference between working with Unity and Unreal game engines?	[5]	CO2	2
Q.2(a)	What is Quality Assurance or Playtesting of a game?	[5]	CO4	2
Q.2(b)	What is the role of sound and music in a game? Give examples.	[5]	CO4	2
Q.3(a)	Choose any one game (e.g., Super Mario Bros, Pac-Man, etc.) and briefly analyze its gameplay mechanics.	[5]	CO5	3
Q.3(b)	What do you understand by game genres? Name any three and give one example of each.	[5]	CO5	1
Q.4(a)	What is a Game Design Document (GDD)? List its key components.	[5]	CO1	1
Q.4(b)	Explain the importance of creating a budget while developing a game.	[5]	CO1	2
Q.5(a)	Explain the steps involved in the game production pipeline.	[5]	CO2	2
Q.5(b)	Write a note on Game Programming.	[5]	CO1	2

:26/04/2025:::E