

BIRLA INSTITUTE OF TECHNOLOGY, MESRA, RANCHI

(MID SEMESTER EXAMINATION /SP2025)

CLASS: B.Sc.

SEMESTER: II

BRANCH: BAM

SESSION: SP/2025

SUBJECT: AN113 INTRO. TO GAME DESIGN & DEVELOPMENT

TIME: 02 Hours

FULL MARKS: 25

INSTRUCTIONS:

1. The question paper contains 5 questions each of 5 marks and total 25 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.

		CO	BL
Q.1(a)	Define "game platform" with an example.	[2] CO1	2
Q.1(b)	Explain the role of game platforms in influencing game design and player experience.	[3] CO2	1
Q.2(a)	What is a "sandbox" game? Give one example.	[2] CO1	1
Q.2(b)	What are the key components that differentiate games from books and movies?	[3] CO2	4
Q.3(a)	What is the importance of "rules" in a game?	[2] CO1	1
Q.3(b)	What are the fundamental components of a game?	[3] CO2	1
Q.4(a)	Name any two major stages of game development.	[2] CO1	1
Q.4(b)	Discuss the importance of playtesting and quality assurance in game development.	[3] CO2	2
Q.5(a)	What is the role of "feedback" in a game?	[2] CO1	3
Q.5(b)	Explain the significance of user interface (UI) and user experience (UX) in game design.	[3] CO2	3

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