



PRESIDENCY UNIVERSITY

BENGALURU

Roll No.														
----------	--	--	--	--	--	--	--	--	--	--	--	--	--	--

End - Term Examinations – MAY 2025

Date: 20-05-2025

Time: 09:30 am – 12:30 pm

School: SOIS	Program: BCG	
Course Code: CSA3065	Course Name: Game Prototype and Development	
Semester: VI	Max Marks: 100	Weightage: 50%

CO - Levels	C01	C02	C03	C04	C05
Marks	30	30	40	NA	NA

Instructions:

- (i) Read all questions carefully and answer accordingly.
- (ii) Do not write anything on the question paper other than roll number.

Part A

Answer ALL the Questions. Each question carries 2marks.

10Q x 2M=20M

1.	List two examples of games of progression.	2 Marks	L1	C01
2.	Describe the word 'symbol' in relation to games.	2 Marks	L1	C01
3.	Identify two reasons for the success of 'Minecraft'.	2 Marks	L1	C01
4.	State the importance of internal economy for a game.	2 Marks	L1	C01
5.	List two different types of mechanics.	2 Marks	L1	C01
6.	Define 'low fidelity prototype'.	2 Marks	L1	C02
7.	What do you understand by 'horizontal slice'?	2 Marks	L1	C02
8.	List two advantages of preparing a paper prototype?	2 Marks	L1	C02
9.	Identify two reasons for making an audio prototype.	2 Marks	L1	C02
10.	Describe physical prototyping.	2 Marks	L1	C02

Part B

Answer the Questions.

Total Marks 80M

11.	a.	Discuss the feedback loops commonly used in games.	10 Marks	L2	C01
	b.	Describe how internal economy could be used to improve the gameplay.	10 Marks	L2	C01
Or					
12.	a.	Explain the concept of core and secondary mechanics. Discuss the relation between rules of the game and its mechanics.	15Marks	L2	C01
	b.	Summarize the importance of semiotics in modern mobile games.	5 Marks	L2	C01
13.	a.	Summarize a plan for the various prototypes during the making of a game. Mention the advantages and limitations of these prototypes. Draw a Gantt Chart to elaborate your answer.	20 Marks	L2	C02
Or					
14.	a.	Discuss the prototypes you would use for making a game like Halo? Would you use vertical slice? Explain vertical slice prototype.	15 Marks	L2	C02
	b.	Discuss the importance of interface prototypes.	5 Marks	L2	C02
15.	a.	Prepare a testing plan for the game Temple Run. Include all components of the Game testing life cycle.	20 Marks	L3	C03
Or					
16.	a.	Prepare a draft game design document for the game Mario Kart.	20 Marks	L3	C03
17.	a.	Discuss the importance of documentation in Game Development	8 Marks	L2	C03
	b.	Describe the relevance of Prototype Testing & Feedback Reports	7 Marks	L2	C03
	c.	Summarize the function of Art & Asset Documentation	5 Marks	L2	C03
Or					
18.	a.	Compare and contrast between CVCS and DVCS. Discuss their relative advantages and limitations. Use figures.	20 Marks	L2	C03