PRESIDENCY UNIVERSITY

BENGALURU

End - Term Examinations – December 2025

Date: 09 – 12- 2025   **Time:** 09:30am – 12:30pm

School: SOD/SOD-UG	**Program:** B.Des. Game Design
Course Code: DES2155	**Course Name:** Game Design Theory
Semester: III	**Max Marks**: 100 **Weightage**: 50%

CO - Levels	CO1	CO2	CO3	CO4	CO5
Marks	**20**	**40**	**40**	**-**	**-**

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 extrinsic rewards in board games.	2 Marks	L1	CO1
2	What is the purpose of prototyping in game development?	2 Marks	L1	CO1
3	Name any two Pixar storytelling principles useful for game narratives.	2 Marks	L1	CO1
4	What does the Red Hat represent during playtesting?	2 Marks	L1	CO1
5	State the difference between intrinsic and extrinsic goals.	2 Marks	L1	CO1
6	Explain the difference between embedded vs emergent narrative with examples.	2 Marks	L1	CO1
7	Why is lateral thinking crucial for designing original gameplay loops?	2 Marks	L1	CO1
8	Define flow state in the context of gaming.	2 Marks	L1	CO1
9	List any two types of 'Game Mechanics'.	2 Marks	L1	CO1
10	What does 5W1H stand for, and why is it valuable in game concept development?	2 Marks	L1	CO1

Part B

Answer the Questions.   **Total Marks 80M**

11.	a.	Discuss case studies where character arcs led to a transformative player experience.	10 Marks	L1	CO 3
	b.	Analyze how backstory can drive player curiosity and discovery in exploratory games.	10 Marks	L3	CO 3
		Or			
12.	a.	Evaluate the role of the Black Hat in identifying flaws during game prototyping, applying examples.	10 Marks	L2	CO 3
	b.	Discuss how game mechanics create re-playability and encourage mastery through feedback and failure.	10 Marks	L2	CO 3

13.	a.	Describe the relationship between game mechanics, gameplay, and player experience. Use examples to illustrate your answer.	10 Marks	L2	CO 2
	b.	Discuss the purpose and contents of a High Concept Document versus a full Game Design Document.	10 Marks	L2	CO 2
		Or			
14.	a.	Design a core loop for a mobile strategy game. Explain how it maintains player engagement and creates a flow state.	10 Marks	L2	CO 2
	b.	Explain the relationship between mechanics and player emotions using the MDA framework.	10 Marks	L2	CO 2

15.	a.	Describe how archetypes assist in designing compelling characters. Explain how choosing a specific archetype influences narrative role, behavior, and player perception.	10 Marks	L2	CO 3
	b.	Discuss the various ways to balance games. Which methods are most effective for different game genres?	10 Marks	L2	CO 3
		Or			
16.	a.	Describe the purpose of the Yellow Hat within the Six Thinking Hats technique. Explain how this perspective aids in evaluating game ideas or narrative concepts	10 Marks	L2	CO 3
	b.	Evaluate the game story integration in a narrative-driven game. How does the story enhance or detract from gameplay?	10 Marks	L2	CO 3

17.	a.	Discuss the role of feedback systems in games. Explain positive and negative feedback with examples.	10 Marks	L2	CO2
	b.	Explain the different types of core loops in game design with examples from popular games.	10 Marks	L2	CO2
Or					
18.	a.	Describe the structure and components of a comprehensive Game Design Document.	10 Marks	L2	CO2
	b.	Describe the mechanics of puzzle games and analyse how they create mental challenge and satisfaction. Include design examples.	10 Marks	L2	CO2