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**PRESIDENCY UNIVERSITY
BENGALURU**

SCHOOL OF INFORMATION SCIENCES

MID TERM EXAMINATION

Winter Semester: 2021 - 22
Course Code: BCA 1008
Course Name: Introduction to Game Design
Program & Sem: BCA(GG) & 2nd Sem

Date: 12/May/2022
Time: 01:30 PM – 03:00 PM
Max Marks: 50
Weightage: 25%

Instructions:

- (i) Read the all questions carefully and answer accordingly.
(ii) Assumptions, if any made, must be clearly mentioned in the beginning of the question.

Part A [Memory Recall Questions]

Answer all the Questions. Each question carries TWO marks. (5Qx 2M= 10M)

1. What is the characteristic of a good game tester? (C.O.No.1) [Knowledge]
2. What is the game genre of the game 'PUBG: Battlegrounds'? What do you mean by the battle royale game genre? (C.O.No.1) [Knowledge]
3. What is the formula for calculating Modified DV? (C.O.No.2) [Knowledge]
4. Name any two best practices for pitching. (C.O.No.1) [Knowledge]
5. What is the probability of getting 1 twice while throwing a dice two times?
(C.O.No.2) [Knowledge]

Part B [Thought Provoking Questions]

Answer all the Questions. Each question carries TEN marks. (2Qx10M=20M)

6. Summarize the role of a game designer. Indicate the expertise expected from such a role.
Report the career path and expectations. (C.O.No.1) [Comprehension]
7. Explain why square grid is used for the snake game. (C.O.No.2) [Comprehension]

Part C [Problem Solving Questions]

Answer all the Questions. Each question carries TWELVE marks.

(1Qx20M=20M)

8. Rafeeq wants to build a simple game with little bit of bump fighting between a blue pawn and a red pawn. When a player's turn comes, (s)he should be able to move in any direction within that game region. If the player bumps the enemy pawn, enemy should lose something. The idea is to make one pawn bump another pawn a lot and eventually destroy the other pawn. Every bump cannot be equal. Some bumps should do more damage while others should do less damage. We also want to ensure that people don't keep bumping forever. So, after every bump, the two pawns are randomly thrown back by a few paces. Sketch the movement and combat system for this game.

(C.O.No. 2) [Application]



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**PRESIDENCY UNIVERSITY
BENGALURU**

SCHOOL OF ENGINEERING

END TERM EXAMINATION

Winter Semester: 2021 - 22

Course Code: BCA1008

Course Name: Introduction to Game Design

Program & Sem: BCA(GG) – II Sem

Date: 30th June 2022

Time: 01:00 PM to 04:00 PM

Max Marks: 100

Weightage:50%

Instructions:

- (i) *Read the all questions carefully and answer accordingly.*
- (ii) *Make suitable assumptions, if required. Assumptions made, if any, has to be mentioned in the beginning of each answer.*

Part A [Memory Recall Questions]

Answer all the Questions. Each question carries 10 marks.

(3Qx 10M= 30M)

1. Describe the different roles in the gaming industry. (C.O.1)[Knowledge]
2. List the various tables used while describing game mechanics of a typical RPG game. (C.O.2)[Knowledge]
3. List ten different character roles. (C.O.3)[Knowledge]

Part B [Thought Provoking Questions]

Answer boht the Questions. Each question carries 15 marks.

(2Qx15M=30M)

4. Explain what game balance is and how it can be tuned with the help of an example. (C.O.2) [Comprehension]
5. Explain the elements of a good story. (C.O.4) [Comprehension]

Part C [Problem Solving Questions]

Answer the Question. The question carries 40 marks.

(1Qx40M=40M)

6. With the help of the game design document(GDD) written by you, illustrate the various parts of a typical GDD. Show a one-pager GDD for the same. (C.O.No. 4) [Application]