PRESIDENCY UNIVERSITY
BENGALURU

SCHOOL OF INFORMATION SCIENCES

TEST 1

Winter Semester: 2021 - 22

Course Code: BCA 266

Course Name: Game Mechanics and Dynamics

Program & Sem: BCG & IV Sem

Date: 28th April 2022

Time: 10:00 AM to 11:00 AM

Max Marks: 30

Weightage: 15 %

Instructions:

(i) Read the all questions carefully and answer accordingly.
(ii) Comply with University examination rules and procedures

Part A [Memory Recall Questions]

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

1) Which type of games are suitable for story telling?   (C.O.No.1) [Knowledge]

   a) Games of emergence   b) Games of chance

   c) Games of progression   d) None of the above

2) Which is highest earning video game ever?   (C.O.No.1) [Knowledge]

   a) Minecraft   b) Farmville

   c) MiniMilitia   d) FIFA

3) Choose the augmented reality game   (C.O.No.1) [Knowledge]

   a) Pacman   b) Street Fighter

   c) Pokemon   d) Call of Duty

4) Resource acquisition mechanics include   (C.O.No.1) [Knowledge]

   a) gravity   b) level progression

   c) collision   d) coins collected

5) Leaderboards in Game Mechanics relate to _____ in Game Dynamics

          (C.O.No.1) [Knowledge]

   a) competition   b) altruism

   c) self-expression   d) exploration

Part B [Thought Provoking Questions]

Answer both the Questions. Each question carries FIVE marks.   (2Qx5M=10M)

6) Write down the mechanics of the game tic-tac-toe.   (C.O.No.1) [Comprehension]

7) Explain what are core and secondary game mechanics with examples.

(C.O.No.1) [Comprehension]

Part C [Problem Solving Questions]

Answer the Question. The question carries TEN marks.   (1Qx10M=10M)

8) What is prototyping? How can different types of prototypes be used for efficiently developing games?   (C.O.No. 1) [Comprehension]

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TEST 2

Winter Semester: 2021 - 22

Course Code: BCA 266

Course Name: Game Mechanics and Dynamics

Program & Sem: SOIS(BCA) – IV Semester

Date: 03-06-2022

Time: 10:00 am to 11:00 am

Max Marks: 30

Weightage: 15 %

Instructions:

(i)   Read the all questions carefully and answer accordingly.

(ii) Comply with University examination rules and procedures

Part A [Memory Recall Questions]

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

1) The number of rules in games of progression are generally   (C.O.No.1) [Knowledge]

   a) high   b) low

   c) infinite   d) zero

2) An example of cellular automaton is   (C.O.No.1) [Knowledge]

   a) Game of life   b) Game of chance

   c) Tower Defence   d) Fishdom

3) Complex behavior   (C.O.No.1) [Knowledge]

   a) cannot be structured   b) unstructured

   c) can be structured   d) none of the above

4) System in which resources are produced, consumed, and exchanged in quantifiable amounts is called as an   (C.O.No.2) [Knowledge]

   a) sports   b) economy

   c) games   d) politics

5) Resources which can be numerically represented are known as   (C.O.No.2) [Knowledge]

   a) concrete resources   b) abstract resources

   c) intangible resources   d) tangible resources

Part B [Thought Provoking Questions]

Answer both the Questions. Each question carries FIVE marks. **(2Qx5M=10M)**

6) How is it possible to incorporate feedback loops to stabilize and de stabilize a game? Explain applications with examples. (C.O.No.1) [Comprehension]

7) Is it possible to incorporate complexity in a game? Can complexity be structured? Explain with an example. (C.O.No.1) [Comprehension]

Part C [Problem Solving Questions]

Answer the Question. The question carries TEN marks. **(1Qx10M=10M)**

8) What are the uses of economy in a game? How would you implement economy in an economically intensive strategy game to ensure periodic tidal shifts in fortune? Explain using an example. (C.O.No. 2) [Comprehension]

PRESIDENCY UNIVERSITY
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SCHOOL OF ENGINEERING

END TERM EXAMINATION

Winter Semester: 2021 - 22

Course Code: BCA 266

Course Name: Game Mechanics and Dynamics

Program & Sem: BCA – IV Sem

Date: 29th 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) Please follow the examination rules as laid out by the University

Part A [Memory Recall Questions]

Answer all the Questions. Each question carries TWO marks.   **(15Qx 2M= 30M)**

1. The meaning of Game Mechanics is   (C.O.No.1) [Knowledge]

    a) rules in the game   b) art used in the game

    c) emotions experienced   d) message of the game

2. An example of the augmented reality game is   (C.O.No.1) [Knowledge]

    a) Pacman   b) Street Fighter

    c) Pokemon   d) Call of Duty

3. The full form of T as rating for a game stands for   (C.O.No.1) [Knowledge]

    a) Mature   b) Teen

    c) Early Childhood   d) Everyone

4. The first commercial game console was offered by: (C.O.No.1) [Knowledge]

    a) Magnavox   b) Atari

    c) Nintendo   d) Sony

5. The game mechanics are media _____   (C.O.No.1) [Knowledge]

    a) dependent   b) independent

    c) friendly   d) unfriendly

6. Keys used in 'lock and key' mechanisms may be (C.O.No.2) [Knowledge]

 a) dynamic   b) lost

 c) consumable   d) all of the above

7. Progression games like Mario has   (C.O.No.2) [Knowledge]

 a) wide probability space   b) thin probability space

 c) zero probability space   d) deep probability space

8. The number of possible states in a game is known as (C.O.No.2) [Knowledge]

 a) structure   b) state machines

 c) probability space   d) deep space

9. Convertors are used to …..   (C.O.No.2) [Knowledge]

 a) generate resources   b) consume resources

 c) turn resources from one type to another d) none of the above

10. Semiotics imply   (C.O.No.2) [Knowledge]

 a) language used   b) symbols used

 c) half games   d) prototypes of games

11. When using games to send messages, the player is the (C.O.No.2) [Knowledge]

 a) sender   b) signal

 c) receiver   d) medium

12. The method of providing education while making it entertaining is (C.O.No.2) [Knowledge]

 a) curtailment   b) inferring

 c) Simulation   d) edutainment

13. A good medium for giving a message requiring receiver interaction is (C.O.No.3) [Knowledge]

 a) films   b) Books

 c) radio   d) games

14. The process of incorporating gaming concepts in real life is (C.O.No.3) [Knowledge]

 a) gamification   b) semiotics

 c) signaling   d) communication

15. Adding a story to a game of progression is (C.O.No.3) [Knowledge]

 a) easier than in emergent games b) impossible

 c) more difficult than in emergent games d) same as in emergent games

Part B [Thought Provoking Questions]

Answer all the Questions. Each question carries TEN marks. **(4Qx10M=40M)**

16. What is prototyping and why is it important? (C.O.No.1) [Comprehension]

17. What are the common economic functions in a game? A game that you are making has too many sources of energy, how would you try to maintain a balance?

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

18. Explain how you measure progress in games? How would you change the mechanics to make the progress more rewarding? (C.O.No.3) [Application]

19. How do you plan levels to make a player learn the mechanics of a game without reading instructions? (C.O.No.3) [Application]

Part C [Problem Solving Questions]

Answer both the Questions. Each question carries FIFTEEN marks. **(2Qx15M=30M)**

20. What are Feedback loops? How would you use feedback loops to generate a consistently increasing economy in games like Civilization, Caesar or Starcraft and eliminate the periodic tidal fluctuations in fortune as you would find in such games. (C.O.No. 1, 2) [Comprehension]

21. How would you apply lock and key mechanisms to obtain a more emergent progression? Explain a few examples which you would apply to obtain the desired outcome. (C.O.No. 3) [Application]