



**PRESIDENCY UNIVERSITY  
BENGALURU**

**SCHOOL OF DESIGN  
END TERM EXAMINATION - JAN 2023**

**Semester :** Semester - V - 2020

**Course Code :** BDG303

**Course Name :** Sem V - BDG303 - C# Basics for Game Development

**Program :** B.Design - Game Design

**Date :** 11-JAN-2023

**Time :** 9.30AM - 12.30PM

**Max Marks :** 100

**Weightage :** 50%

**Instructions:**

- (i) Read all questions carefully and answer accordingly.
- (ii) Question paper consists of 3 parts.
- (iii) Scientific and non-programmable calculator are permitted.

**PART-A**

**ANSWER ALL THE FOLLOWING QUESTIONS**

**3Q X 10M = 30M**

1. Create a character movement in 2D or 3D.  
(CO1,CO2) [Knowledge]
2. What is the difference between low level language and high level language  
(CO2,CO1) [Knowledge]
3. Write a code for door and lock mechanism.  
(CO1,CO5,CO4,CO3,CO2) [Knowledge]

**PART-B**

**ANSWER ALL THE FOLLOWING QUESTIONS**

**2Q X 15M = 30M**

4. Create a character movement for point and click adventure game.  
(CO5,CO4,CO3,CO1,CO2) [Comprehension]
5. Create a game with inventory UI with item pickup and drop mechanism  
(CO2,CO1,CO3) [Comprehension]

**PART-C**

**VIVA / JURY**

**1 X 40M = 40M**

6. Present the given topic and defend the jury clarifications.  
(CO4,CO5,CO2,CO3,CO1) [Application]

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