



**PRESIDENCY UNIVERSITY
BENGALURU**

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

Semester : Semester V - 2020

Course Code : BDG304

Course Name : Sem V - BDG304 - 2D Game Design

Program : B.Design - Game Design

Date : 12-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.*
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PART-A

ANSWER ALL THE FOLLOWING QUESTIONS

3Q X 10M = 30M

1. Difference between Pixel art style and Realistic art style.

(CO1,CO2) [Knowledge]

2. Create a 2D character rig for the given character.

(CO4,CO3) [Knowledge]

3. What is Normal map? How is it useful in 2D games?

(CO5) [Knowledge]

PART-B

ANSWER ALL THE FOLLOWING QUESTIONS

2Q X 15M = 30M

4. Create a RIG for four legged character given.

(CO1,CO2) [Comprehension]

5. Read the following story carefully and create five interesting puzzles which plays important role in the story

Once upon a time, there was a young girl named Alice who loved puzzles. She was always looking for a challenge and was never afraid to take on new ones. One day, Alice stumbled upon an old, dusty book in her grandmother's attic. It was titled "The Book of Puzzles", and it looked like it hadn't been opened in years. Alice opened the book and was immediately captivated by the first page, which contained a sinister warning: "Beware the five puzzles therein, for they are not of this world." Alice was intrigued and decided to take on the challenge. She slowly made her way through the book, solving each puzzle one by one. But with each puzzle she solved, the book seemed to grow darker and more sinister. As Alice reached the fifth and final puzzle, the darkness seemed to take over. Suddenly, she heard an awful shriek and felt an icy chill run down her spine. She looked up and saw a figure standing in the corner of the room. It was a tall, ghostly figure with pale skin and glowing eyes. The figure slowly moved towards Alice and said, "You have solved the puzzles. Now you must face the consequences." It then reached out its hand and handed her a key. "This key will unlock the door to the truth," the figure said. Alice was terrified but determined to find out the truth. She took the key and opened the door, only to find a terrifying creature waiting for her. It was a giant, hideous beast with sharp claws and glowing eyes. The creature roared and lunged at Alice. She screamed and ran away, but the creature was too fast. Just as it was about to grab her, Alice found a hidden switch on the wall. She pressed it and suddenly the creature disappeared. Alice was safe, but she knew that the puzzles had not been solved. She had only unlocked the door to a terrifying truth. She quickly gathered the book and ran out of the attic, never to return again. From that day on, Alice was never the same. She was constantly haunted by the five puzzles, and she vowed to never take on such a challenge again.

(CO1,CO2) [Comprehension]

PART-C

VIVA / JURY

1 X 40M = 40M

6. Discuss the assigned topic and defend the jury clarification.

(CO5,CO4,CO2,CO1,CO3) [Application]
