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**PRESIDENCY UNIVERSITY  
BENGALURU**

**SCHOOL OF INFORMATION SCIENCE  
END TERM EXAMINATION - JAN 2023**

**Semester :** Semester I - 2022

**Course Code :** CSA1008

**Course Name :** Sem I - CSA1008 - Introduction to Game Design

**Program :** BCG

**Date :** 12-JAN-2023

**Time :** 9.30AM - 12.30PM

**Max Marks :** 100

**Weightage :** 50%

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**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**

**10 X 2 = 20M**

1. What are the 3 Cs of game design?  
(CO1) [Knowledge]
2. What is the role of a game tester?  
(CO1) [Knowledge]
3. Define elevator pitch.  
(CO1) [Knowledge]
4. What is the use of attack value in game.  
(CO2) [Knowledge]
5. What is the role of an enemy character in an action type game.  
(CO3) [Knowledge]
6. What is a playing character.  
(CO3) [Knowledge]
7. List any two possible attributes for a character in an RPG game.  
(CO3) [Knowledge]
8. What is the need to write references in game design document.  
(CO4) [Knowledge]
9. What is the importance of a ten-pager?  
(CO4) [Knowledge]
10. List one reward and one punishment that can be used in games.  
(CO4) [Knowledge]

## PART B

ANSWER ALL THE FOLLOWING QUESTIONS

5 X 10 = 50M

11. Explain the use of advertisement in game business plan.  
(CO1) [Comprehension]
12. Explain the different movement grids used in game design.  
(CO2) [Comprehension]
13. Describe the use of levels in games.  
(CO3) [Comprehension]
14. Explain the main parts of a detailed game design document.  
(CO4) [Comprehension]
15. Explain in detail non-playing character, using examples.  
(CO3) [Comprehension]

## PART C

ANSWER ALL THE FOLLOWING QUESTIONS

2 X 15 = 30M

16. Construct a combat system for a PvP fighting game with multiple weapons and shields.  
(CO2) [Application]
17. Show a game design document for a car racing type game. [Only show main sections.]  
(CO4) [Application]

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