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**PRESIDENCY UNIVERSITY
BENGALURU**

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

Semester : Semester III - 2021

Course Code : CSA2013

Course Name : Sem III - CSA2013 - Game Mechanics and dynamics

Program : BCG

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

10 X 2 = 20M

1. What is the meaning of 'Game Mechanics'?
(CO1) [Knowledge]
2. Which requires lesser computation power, discrete or continuous mechanics?
(CO1) [Knowledge]
3. Name a Game Mechanic which is media independant.
(CO1) [Knowledge]
4. Give an example of a game where progression and emergence are integrated.
(CO1) [Knowledge]
5. Can you incorporate randomness and still maintain the progressive nature of a game?
(CO1) [Knowledge]
6. Is it possible to incorporate emergent concepts in gamification of airline ticket sales?
(CO1) [Knowledge]
7. Is it possible to evolve game economy from simple to complex in a game over multiple levels?
(CO2) [Knowledge]
8. Give two elements of game economy.
(CO2) [Knowledge]
9. Give an example of a strategy game that relies on internal economy.
(CO2) [Knowledge]
10. Give two examples of strategy games.
(CO1) [Knowledge]

PART B

ANSWER ALL THE FOLLOWING QUESTIONS

5 X 10 = 50M

11. What is a game design document? What are its different parts? Produce a game design document for a shooting game.
(CO1) [Comprehension]
12. How would you incorporate randomness in a game of progression to incorporate emergent nature? How are randomness and emergence related?
(CO2) [Comprehension]
13. What is the need for internal economy in a game? Make a good argument with as many advantages as possible for including internal economy in a game.
(CO2) [Comprehension]
14. What do you understand by semiotics? What are its different types and how would you use semiotics to convey message without the use of words.
(CO3) [Comprehension]
15. How can games be designed to be suitable communication medium for messages? Elaborate your examples.
(CO3) [Comprehension]

PART C

ANSWER ALL THE FOLLOWING QUESTIONS

2 X 15 = 30M

16. You are tasked with creating a game which is similar to Monopoly. Discuss how the internal economy of Monopoly works and which aspects would you incorporate in your game.
(CO2) [Application]
17. You are tasked to decrease the emergent nature of a civilisation game. How would you rearrange the lock and key mechanisms to achieve this? Explain in detail with examples.
(CO3) [Application]
