PRESIDENCY UNIVERSITY
BENGALURU

SCHOOL OF DESIGN
END TERM EXAMINATION - JUN 2023

Semester : Semester IV - 2021
Course Code : DES1107
Course Name : Sem IV - DES1107 - Game Ideation
Program : BDG

Date : 7-JUN-2023
Time : 1.00PM - 4.00PM
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.
(iv) Do not write any information on the question paper other than Roll Number.

PART A

ANSWER ALL THE QUESTIONS   (2 X 5 = 10M)

1. How does the genre of game shape the gameplay of a game? Using 3 Game Genres with appropriate game examples, explain the importance of Game Genres.

(CO1,CO2) [Knowledge]

2. Describe a minimum of 5 qualities of a game, explain them with suitable game examples.

(CO1,CO2) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS   (2 X 15 = 30M)

3. What are Game Mechanics? Discuss in detail, from the following, a minimum of 3 Basic Game Mechanics for the main gameplay of a game.
   a. Space.
   b. Time.
   c. Components.
   d. Actions.
   e. Rules.
   f. Skill.
   g. Chance.

(CO1,CO2) [Comprehension]

4. What are Gameplay Loops? Deconstruct the gameplay loops of **Candy Crush** and using a gameplay loop diagram explain it in detail. Please pay attention to the following points:
    a. Divide the loops into core, supplementary, level and economy loops.
    b. While creating the diagram, make sure all the shapes and arrow directions are correct.
    c. Color code each loop separately and make sure to include a legend with your diagram for better understanding. You may use images to make it more presentable.
    d. Provide a detailed summary of the loops. Only diagrams provided will be considered as an incomplete submission.

                                                        (CO2,CO1) [Comprehension]

PART C

ANSWER THE FOLLOWING QUESTION   (1 X 60 = 60M)

5. Present the given topic and defend the jury clarification.

                                                        (CO3,CO2,CO1) [Application]