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**PRESIDENCY UNIVERSITY
BENGALURU**

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

Semester : Semester VI - 2020

Course Code : BDG309

Course Name : Sem VI - BDG309 - Advanced Level Design

Program : BDG

Date : 14-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.
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PART A

ANSWER ALL THE QUESTIONS

(2 X 5 = 10M)

1. What is the MDA Framework? (Mechanics, Dynamics and Aesthetics). Explain each aspect of the framework and why it is important for hyper-casual games.
(CO2,CO3,CO1) [Knowledge]
2. What is the difference between Player Guidance and Wayfinding? Describe a minimum of 5 Wayfinding Methods used to guide the player, with the help of suitable game examples.
(CO3,CO2,CO1) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS

(2 X 15 = 30M)

3. Create an Outdoor Scene using Unity Terrain Tools and asset packs. Please pay attention to all the following points:
 - Decide a theme for the setting and make sure that all the assets make sense in the theme that you decide. For example, 'A Japanese Garden'.
 - Add a minimum of 5 man-made structures to this Outdoor Scene. For example, fountains, statues, monuments, park benches and so on. These assets should also make sense according to the theme decided.
 - Place a player controller in the scene and make sure the metrics of the surrounding make sense. The proportions and scale of all elements should be realistic.

(CO3,CO1,CO2,CO4) [Comprehension]

4. Create a 2D layout for a 2D Platformer, similar to Mario Bros., by following the instructions stated below:

- You may create this level on paper or submit a digital copy.
- Use only the player mechanics and obstacles stated here.
- Make sure to use at least one of each obstacle and enemy mentioned.
- Create a legend for everything (the player, the enemies and the obstacles) and use that to represent on the map you are creating.
- Pay attention to the Level Flow: How the level starts and how you introduce each new obstacle.

Level Specifics:

- Player Controls:
- Move – Left and Right.
- Jump. (Only Single Jump, no Double Jump)
- Kill the enemy by Jumping on top of them.

Obstacles / Enemies to be Used:

- Enemies that patrol left and right. And hurt the player when in contact with the player.
- Enemies that throw projectiles in the direction of the player.
- Spikes that activate on a platform with looped animation.
- Bolders / Stalactites that fall when the player enters a certain area.
- Circular Saw that moves along a path.

(CO4,CO3,CO2,CO1) [Comprehension]

PART C

ANSWER ALL THE QUESTIONS

(1 X 60 = 60M)

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

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