PRESIDENCY UNIVERSITY
BENGALURU

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

SCHOOL OF DESIGN
MID TERM EXAMINATION - APR 2023

Semester : Semester VI - 2020   **Date :** 13-APR-2023
Course Code : BDG307   **Time :** 09:30AM - 11:00AM
Course Name : Sem VI - BDG307 - Advanced C# for Game Development   **Max Marks :** 60
Program : BDG   **Weightage :** 30%

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 2 = 4M)**

1. What is the purpose of the try-catch block in exception handling in Unity Engine?

(CO1) [Knowledge]

2. What is state transition? give an example

(CO2) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS   **(2 X 3 = 6M)**

3. What are some common object pooling libraries in Unity Engine?

(CO1) [Comprehension]

4. What is state-machines? create a simple state machine flow chart.

(CO2) [Comprehension]

PART C

5. Develop a game that uses object pooling to improve performance for frequently instantiated and destroyed game objects like bullets or enemies.

(CO1) [Application]

6. Program a movement script in C# and implement a simple animation blend tree for the walk state and the run state.

(CO2) [Application]