

Roll No																			
---------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--



**PRESIDENCY UNIVERSITY
BENGALURU**

**SCHOOL OF DESIGN
MID TERM EXAMINATION - APR 2023**

Semester : Semester VI - 2020

Course Code : BDG309

Course Name : Sem VI - BDG309 - Advanced Level Design

Program : BDG

Date : 13-APR-2023

Time : 2:00PM - 3:30PM

Max Marks : 60

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. Explain what Covers and Gates are in Level Design and mention the various types found in most games.
(CO1,CO2) [Knowledge]
2. Mention the steps involved in the Level Design Process.
(CO1,CO2) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS

(2 X 3 = 6M)

3. Discuss the 4 Key concepts for Combat Design. (Enemy Design, Encounters, Covers and Map Balance) Explain how these concepts help in adding interactions in levels?
(CO1,CO2) [Comprehension]
4. Identify at least 3 different ways to categorize Level Design based on gameplay and explain each one with an appropriate game example.
(CO1,CO2) [Comprehension]

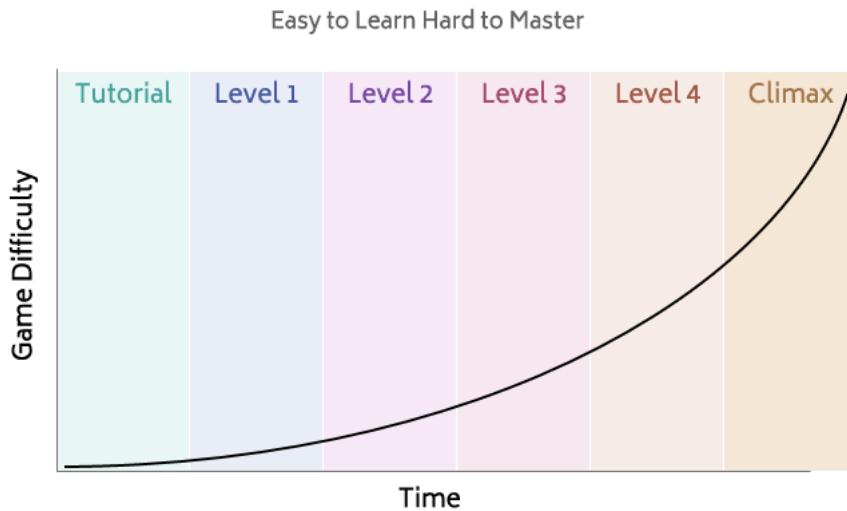
(CO1,CO2) [Comprehension]

PART C

ANSWER ALL THE QUESTIONS

(2 X 25 = 50M)

5. Create a minimum of 5 Sokoban Levels. Slowly increase the difficulty of each level by counting the steps required to solve it. Attach images of your levels and create a difficulty curve for them. Ideally, the curve should resemble the one attached below.



(CO2,CO3,CO4) [Application]

6. Detailed below is a mission structure. Read through it carefully and create a detailed 2D map layout for the same. Please include all the following points:
- Determine the entry and exit points that the player will use and mark it on the map.
 - Draw the main objectives on the map.
 - Draw the side and optional areas on the map.
 - Draw the critical path required to complete this level.
 - Include the map with a detailed legend.

Level Summary:

You find yourself trapped in a supermarket overrun by zombies. Your objective is to navigate through the aisles and escape this horde of undead by completing these main objectives:

- The exit door needs power to activate. Find the generator in the basement and activate it.
- Part of the basement is flooded; you cannot reach the generator. But you find a key from the corpse of an officer. It is labeled "Manager's Office".
- Find your way to the Manager's office. You can directly access the generator through a gap in the floor. Start the generator.
- Find the best route out of the supermarket and escape from the undead.

You can opt to do these side objectives, that may be useful in your survival:

- Find medical supplies in the Manager's Office, to heal your injuries and boost your stamina.
- Help other survivors that are trapped in the basement, they join you in your escape attempt from the supermarket.

(CO4,CO3,CO2) [Application]