

Roll No



**PRESIDENCY UNIVERSITY  
BENGALURU**

**SCHOOL OF INFORMATION SCIENCE  
MID TERM EXAMINATION - APR 2023**

**Semester :** Semester VI - 2020

**Course Code :** CSA3037

**Course Name :** Sem VI - CSA3037 - Game Architecture

**Program :** BCG

**Date :** 12-APR-2023

**Time :** 11.30AM - 1.00PM

**Max Marks :** 50

**Weightage :** 25%

**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**

**(5 X 2 = 10M)**

1. When does game architecture start?  
(CO1) [Knowledge]
2. Give the main contents of a detailed game design document  
(CO1) [Knowledge]
3. Define aesthetics?  
(CO1) [Knowledge]
4. Name one of the first commercially successful video games  
(CO2) [Knowledge]
5. What is the meaning of iterative model?  
(CO2) [Knowledge]

**PART B**

**ANSWER ALL THE QUESTIONS**

**(4 X 5 = 20M)**

6. What do you understand by gameplay and how important is it to include it in a game?  
(CO1) [Comprehension]
7. How would you apply tiers in developing a game?  
(CO1) [Comprehension]

8. Name five important roles and their responsibilities in a game development team.  
(CO2) [Comprehension]
9. Describe how Kanban method can be applied in game development.  
(CO2) [Comprehension]

### **PART C**

**ANSWER ALL THE QUESTIONS**

**(2 X 10 = 20M)**

10. Prepare a detailed game design document for your final project. It should include game mechanics, notes on art, technical specs, story, settings, game interface, levels, gameplay, etc.  
(CO1) [Application]
11. Prepare a Gantt chart for your final project. Ensure that it shows the group interactions and individual responsibilities  
(CO2) [Application]