

Roll No



**PRESIDENCY UNIVERSITY
BENGALURU**

SET A

**SCHOOL OF INFORMATION SCIENCE
END TERM EXAMINATION - JAN 2024**

Semester : Semester III - 2022

Course Code : CSA2013

Course Name : Game Mechanics and dynamics

Program : BCA

Date : 05-JAN-2024

Time : 1:00 PM - 4:00 PM

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

5 X 2M = 10M

1. Name two games which rely heavily on internal economy for gameplay. (CO2) [Knowledge]
2. How would you leverage internal economy to earn real money from your game? (CO2) [Knowledge]
3. Is it possible to use economy to increase strategy and probability space of a game? (CO2) [Knowledge]
4. How does internal economy help team members in a multiplayer game? (CO2) [Knowledge]
5. Name a popular game which uses negative feedback. (CO3) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS

5 X 10M = 50M

6. You are making an FPS game. Is it desirable to make prototypes? If you make prototypes, what prototyping techniques would you use in this game? If you do not use prototypes, what steps would you take to obtain similar or better results that when using prototypes? Mention the benefits of using prototypes. (CO1) [Comprehension]
7. Explain how airline companies managed to gamify air travel. Would it be possible to gamify your studies? Explain how you would try to gamify this course. (CO1) [Comprehension]

8. Explain how positive and negative feedback are used to control the working of sources, convertors, traders and drains. Give examples.
(CO2) [Comprehension]
9. Why do many think semiotics are an indispensable part of the game interface? What are the different types of semiotics and their applications? What would a game without semiotics feel like?
(CO3) [Comprehension]
10. What do you understand by communication? How effective are games at communicating information? Would you prefer to use games of emergence? Give reason for your answer.
(CO3) [Comprehension]

PART C

ANSWER ALL THE QUESTIONS

2 X 20M = 40M

11. Analyze the evolution and changing internal economies of popular games. Why do you think internal economies are important for games? Explain their role with examples. Explain the economy of Monopoly, how would you change it if you were making a similar game? Which sources and drains will you use?
(CO2) [Application]
12. What methods would you use to make multiple levels in a game? Explain lock and key with the help of diagrams. On what factors will you decide the difference between levels? Is it possible to use levels to communicate information or to train the players? Explain with examples.
(CO3) [Application]