

Roll No



**PRESIDENCY UNIVERSITY
BENGALURU**

**SCHOOL OF ENGINEERING
MID TERM EXAMINATION - OCT 2023**

Semester : Semester V - 2021

Course Code : CSE3073

Course Name : Sem V - CSE3073 - Game Design and Development

Program : B. TECH

Date : 2-NOV-2023

Time : 9:30AM - 11:00AM

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. Define experiential design. Why are modern game designers focusing on this. (CO1) [Knowledge]
2. What are the components of elemental tetrad? (CO1) [Knowledge]
3. List any two definitions of a game. (CO1) [Knowledge]
4. List the key aspects of ethics in game design. (CO2) [Knowledge]
5. List the factors affecting game balance (CO2) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS

(4 X 5 = 20M)

6. Explain the design goals for making games in detail. (CO1) [Comprehension]
7. Explain in detail triangle of weirdness. (CO1) [Comprehension]
8. According to MDA framework, explain mechanics (CO1) [Comprehension]

9.

Range	Hit Table	
	Hit Weight	
0 - 19		10%
20 - 34		25%
35 - 49		40%
50 - 59		50%
60-79		75%
80 - 94		80%
95 - 99		100%

Consider the hit table above. If health(HP) of Red soldier is 100, attack value(AV) is 30, defense value(DV) is 20; and blue soldier has HP=20, AV=20, DV=20; and after throwing dice we got .62 for attack and .92 for defence; what will be the effective health of blue after receiving the attack from red soldier.

(CO2) [Comprehension]

PART C

ANSWER THE FOLLOWING QUESTION

(1 X 20 = 20M)

10. Consider the hit table consisting of range of random numbers generated and the corresponding weightage in combat.

Hit Table	
Range	Hit Weight
0 - 19	10%
20 - 34	25%
35 - 49	40%
50 - 59	50%
60-79	75%
80 - 94	80%
95 - 99	100%

Use this hit table to design a combat model suitable for a two person combat game.

If Player 1 is the human player, and you want the first level to be a tutorial level for the human player, show how should the attack and defense values be designed assuming that human player starts with health of 100.(HP=100). Give detailed justification for your answer.

(CO2) [Application]