22MCA423

USN

Fourth Semester MCA Degree Examination, June/July 2025
Fundamentals of Game Design

Time: 3 hrs. Max. Marks: 100

Note: 1. Answer any FIVE full questions, choosing ONE full question from each module.
2. M : Marks , L: Bloom's level , C: Course outcomes.

		Module – 1	M	L	C
Q.1	a.	Differentiate between conventional games and video games.	10	L1	CO1
	b.	List and explain the key components of video games.	10	L2	CO2
		OR			
Q.2	a.	Describe the structure of video game.	10	L2	CO2
	b.	What are the different game design team roles? Explain.	10	L1	CO2
		Module – 2			
Q.3	a.	What is a Genre? Explain shooter and strategy games.	10	L2	CO3
	b.	Discuss Vanden Berghes five domains of play in detail for games.	10	L2	CO3
		OR			
Q.4	a.	List and explain measurable qualities of dedicated games.	10	L2	CO3
	b.	Describe Carolyn Handler Millers seven kisses of death.	10	L2	CO3
		Module – 3			
Q.5	a.	What do you mean by Home Game Consoles? Explain in detail.	10	L2	CO2
	b.	Discuss the different indirect payment modes for video games.	10	L2	CO2
		OR			
Q.6	a.	Compare and contrast between stand alone games and browser based games.	10	L2	CO3
	b.	Explain the Traditional and Emerging Markets for video games.	10	L2	CO2
		Module – 4			
Q.7	a.	Describe the properties of physical dimension of a game world.	10	L1	CO4
	b.	Differentiate the following: i) Constrained vs Freeform Creative Play ii) Functional vs Cosmetic Attributes	10	L1	CO4

			M	L	C
		OR			
Q.8	a.	Explain the following: i) Level Editors ii) Bots	10	L2	CO3
	b.	Depict the relationship between Player and Avatar.	10	L1	CO4
		Module – 5			
Q.9	a.	Explain character dimensionality for defining characters of video games.	10	L1	CO4
	b.	What is the need of storytelling engine? Explain in detail its role with diagram.	10	L2	CO2
		OR			
Q.10	a.	Define Branching Story. Describe the branching story structure along with its disadvantages.	10	L2	CO3
	b.	Explain the emotional limits of interactive stories.	10	L1	CO1

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