C–1509

Sub. Code
82613

B.Sc. DEGREE EXAMINATION, NOVEMBER 2019

First Semester

Game Programming

GAMES ANALYSIS AND DESIGN

(2019 onwards)

Time : 3 Hours Maximum : 75 Marks

Part A (10 × 2 = 20)

Answer **all** questions.

1. Define communication.
2. What is the study of human interaction?
3. What are the different kinds of character in a game?
4. Define narrative design.
5. What makes a great game?
6. Why is balance important in art?
7. Define focus in game.
8. What is adaptive difficulty?
9. What demographic plays the most video games?
10. Define Serious Ethics.

Part B (5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).
(Brief answers)

11. (a) Explain the MDA Design framework with example.

Or

(b) Discuss how game difficulty against player progression.

12. (a) What are the roles anthropology has played in a game?

Or

(b) Explain the features to make a good video game story.

13. (a) Briefly describe the benefits of using transmedia games as an educational tool.

Or

(b) Describe the importance of aesthetic in serious games.

14. (a) How to identify the player experience in a game? Explain with an example.

Or

(b) Briefly describe the dynamics game difficulty balancing.

15. (a) Describe Bartle's Taxonomy of Player Types.

Or

(b) Explain ethical issues in relation to social gaming with suitable example.

Part C (3 × 10 = 30)

Answer **all** questions, choosing either (a) or (b).
(Essay type)

16. (a) How media can play a vital role in communal harmony? Discuss with example.

Or

(b) Why are the sports important to society? and explain the various hidden social functions in sporting competition.

17. (a) Briefly describe the common key elements that make a game successful.

Or

(b) Briefly explain the comparing perception of real and virtual architectural space using game technology with suitable example.

18. (a) What is psychographics? Briefly explain LeBlanc's Taxonomy of Game Pleasures.

Or

(b) With example, explain the Taxonomy of Players.

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C–1510

Sub. Code
82614

B.Sc. DEGREE EXAMINATION, NOVEMBER 2019

First Semester

Game Programming

PROGRAMMING FOR GAME DEVELOPMENT

(2019 onwards)

Time : 3 Hours Maximum : 75 Marks

Part A (10 × 2 = 20)

Answer **all** questions.

1. What do you mean by inline function?

2. What are the Operators in C++?

3. What are modifiers? What are the types?

4. Call by value vs call by reference. Explain?

5. What is dynamic binding or late binding?

6. What is data hiding? How it is implemented in C++?

7. Differentiate put ( ) and get ( ).

8. Differentiate tellp ( ) and tellg( ).

9. Explain containers.

10. What is vector in C++?

Part B (5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

(Brief Answer)

11. (a) Explain recursive function with an example.

Or

(b) Explain assignment operators with an example.

12. (a) Write a program to skip every third element of an array.

Or

(b) Explain call by pointer with an example.

13. (a) With an example, explain multilevel inheritance.

Or

(b) Define a virtual function. Explain the need of a virtual function with an example.

14. (a) Write a program to handle exceptions.

Or

(b) Explain namespace with an example.

15. (a) Write a program to find the sum of digits until it becomes a single digit.

Or

(b) How to generate a random number within limits (say 30-50) with example?

Part C (3 × 10 = 30)

Answer **all** questions, choosing either (a) or (b).

(Brief Answer)

16. (a) Write a program to check whether the number is even or odd using function with arguments and with return type?

Or

(b) Write a program to find the factorial of a number using functions?

17. (a) What is exception handling? Write a C++ program to demonstrate the "try", "throw", and "catch" keywords for implementing exception handling?

Or

(b) Explain abstract class with example.

18. (a) Explain binary search algorithm with example.

Or

(b) List and explain five member functions from stack and queue in STL.

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