

(3 Hours)

Total Marks: 80

- N.B.:** (1) Question No.1 is compulsory.  
(2) Attempt any three questions from the remaining five questions.  
(3) Assume suitable data if required and mention it clearly  
(4) Figures to right indicate full marks

**1. Solve any four**

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|---|-----------|
| (a) What do you mean by the adventure genre of games?Cite examples      | <b>05</b> |
| (b) How is navigation achieved in first-person shooter games?           | <b>05</b> |
| (c)What does cursor control do in point-and-click games?                | <b>05</b> |
| (d) What are action objects in a game?                                  | <b>05</b> |
| (e) How is game immersiveness developed?                                | <b>05</b> |
| (f) What do you mean by a walk through in a game?                       | <b>05</b> |
| <b>2.</b> (a) What is a script? What are Components of a Script?        | <b>10</b> |
| (b) What is the role of AI in Gaming?                                   | <b>10</b> |
| <b>3.</b> (a) Explain Object Reaction to Mouseover in a game.           | <b>10</b> |
| (b) How is player input navigation achieved in a game?                  | <b>10</b> |
| <b>4.</b> (a) How does a player focus on important objects in a game?   | <b>10</b> |
| (b) How is an Inventory Screen created and managed in a game?           | <b>10</b> |
| <b>5.</b> (a) Explain how levels help in game design?                   | <b>10</b> |
| (b) How is a game environment developed for a game?Explain with example | <b>10</b> |
| <b>6.</b> Write a short note on (Any Two)                               | <b>20</b> |
| (1) Unity Engine  |           |
| (2) States and transitions of action objects                            |           |
| (3) 3D Assets   |           |
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