

JAYPEE UNIVERSITY OF INFORMATION TECHNOLOGY, WAKNAGHAT

TEST -2 EXAMINATION- April 2018

B.Tech VIIIth CSE/IT Semester

COURSE CODE:17B1WCI812

MAX. MARKS: 25

COURSE NAME: COMPUTER GAME DESIGN

COURSE CREDITS: 3

MAX. TIME: 1.5 Hr

Note: All questions are compulsory. Carrying of mobile phone during examinations will be treated as case of unfair means. Each question carries equal marks

- Q1) a) What is Mihaly Csikszentmihalyi findings about designing a game?
b) How many different types of players available in research of game designing?
- Q2) What are the basic elements of game system? Explain it in terms of a **chess** game.
- Q3) What are the classic stages of creativity?
- Q4) How does Brainstorming Skills helps in conceptualizing a game idea?
- Q5) What are the various ways of tuning a game system?