

Name:

Enrolment No:



## UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Semester Examination, December 2018

Programme Name: BTech. (CSE spl. GG)

Semester : VII

Course Name : Advance Game Programming

Time : 03 hrs

Course Code : CSEG471

Max. Marks : 100

Nos. of page(s) : 1

### SECTION A

S. No.		Marks	CO
Q 1	Draw the graphical representation for any two asymptotic notations?	4	CO2
Q2	List out the points to show the difference in modern vs traditional game engineering?	4	CO3
Q3	What are the common goals in computer Games?	4	CO4
Q4	How feedback is important in terms of Game Play?	4	CO4
Q5	Write down about the methods for pin pointing the errors while developing a game?	4	CO3

### SECTION B

Q6	How important is the frame rate in game programming? What can be issues arising when not taken into consideration?	10	CO4
Q7	Name the two functions which are created by default when creating a script in Unity? Also write about them, what are the tasks they perform?	10	CO5
Q8	Mention the different points for preventing bugs for game development?	10	CO4
Q9	Mention any five tough debugging scenarios for game development? OR Differentiate between strong typed vs weak typed languages?	10	CO3

### SECTION-C

Q10	Critically analyze the concept of game engine? Write about the different components of a game engine?	20	CO2, CO3, CO4
Q11	What are the different types of simulation strategies while developing a Game? Write about their pros and cons as well? OR	20	CO2, CO3

	Discuss about the advantages and disadvantages of any two most popularly used programming language for game development?		
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**Nos. of page(s) : 2**

**SECTION A**

S. No.		Marks	
Q 1	Name the language in which Unity scripts are written? Write the default code generated when creating a script named myfirst?	4	CO5
Q2	List out the points taken into consideration in terms of real world behavior and computer limitations in game development?	4	CO2
Q3	List out the points which make a good Game Play?	4	CO3
Q4	How important are designing the decision strategies for players in Game Play?	4	CO3
Q5	Write the five steps for debugging a game while development?	4	CO4

**SECTION B**

Q6	Name the two functions which are created by default when creating a script in Unity? Also write about them, what are the tasks they perform?	10	CO1
Q7	Name the methods with a very short example code for creating and destroying game objects in Unity?	10	CO5
Q8	Mention the points which are considered as bad game design?	10	CO4
Q9	What are namespace in Unity? Why they are used? Write an example code demonstrating their declaration and usage?  OR  Mention the advantages and disadvantages of weak typed languages in comparison to strong typed languages.	10	CO5

**SECTION-C**

Q10	Critically analyze the concept of game loop? Describe the different steps involved with an example diagram?	<b>20</b>	<b>CO1, CO2, CO3</b>
Q11	Discuss the advantages and disadvantages of any four widely used game engines?  OR  Asymptotically analyze below functions i) $2n + 3$ ii) $n \log n + n$ iii) $n!$ iv) $n^2 + n$	<b>20</b>	<b>CO2, CO3</b>