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Question Paper Code: U6F03

B.E./B.Tech. DEGREE EXAMINATION, APRIL / MAY 2025

Sixth Semester

Computer Science & Design

21UCD601 GAME DESIGN AND DEVELOPMENT

(Regulations 2021)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

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| 1. | What is meant by Application layer? | CO1 - U |
| 2. | What is meant by isometric view? Mention its uses and advantages | CO1 - U |
| 3. | Define Object Pool. | CO1 - U |
| 4. | Explain the difference between Smart and Naked pointers. | CO1 - U |
| 5. | Mention the steps for creating actors in game design. | CO1 - U |
| 6. | Mention the steps for creating components in game design. | CO1 - U |
| 7. | Mention some of the common types of resource files used in game design. | CO1 - U |
| 8. | Define resource cache and mention its purpose. | CO1 - U |
| 9. | Mention the Pros, Cons and usage of Xinput. | CO1 - U |
| 10. | How will you incorporate and manage game controller input in your game design? | CO1 - U |

PART B - (5 x 16 = 80 Marks)

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| 11. | (a) Discuss in detail about the Game view for the human player. | CO1- U | (16) |
| | Or | | |
| | (b) Discuss in detail about Game logic. | CO1- U | (16) |

12. (a) Explain in detail about steps to be followed for developing the right style in game design. CO1- U (16)
- Or
- (b) Discuss in detail about the Grab bag of useful elements in game design CO1- U (16)
13. (a) Explain in detail about the common approaches for storing and accessing actors in game design. CO1- U (16)
- Or
- (b) Give a Step – by – step guide on how to bring every element together in Game design. CO1- U (16)
14. (a) Explain in detail about the various types of resource files used in game design and development. CO1- U (16)
- Or
- (b) Discuss in detail about the types of Game Resources. CO1- U (16)
15. (a) Explain in detail about how to incorporate and manage game controller input CO1- U (16)
- Or
- (b) Discuss in detail about few safety tips to keep in mind in game design and development CO1- U (16)