



Date: . .2025

ADITYA DEGREE COLLEGES

◆ ANDHRA PRADESH ◆
I MID - IV SEMESTER EXAMINATIONS
BSc-ANIMATION - 2D GAME DESIGN

Max. Marks : 60 M
Time : 2 Hours

SECTION-A

Answer any **FOUR** Questions:

4X5= 20M

1. What is a game engine? Provide two examples.
2. What are sprites and why are they important in games?
3. What is concept art and how is it used in game design?
4. Define game physics and its importance in gaming.
5. What are bugs in games and how do they occur?
6. Define environment design in games.
7. Define game assets and provide two examples.
8. Explain about History of Physical games?

SECTION-B

Answer **ALL** the Questions:

4X10= 40M

9. a) Explain the process of transforming an idea into a game concept.

(OR)

- b) Compare the characteristics of traditional physical games with digital games.

10. a) Discuss the process of creating a game character in Photoshop.

(OR)

- b) Discuss the steps involved in creating a game environment in Photoshop.

11. a) Describe the stages of the game pipeline with examples.

(OR)

- b) Compare Agile and traditional game development methodologies.

12. a) Explain the game design process step by step

(OR)

- b) Explain the concept, Pre-production, production & post-launch uses in 2D Game Design

ASCS, KKD