



- Notes :
1. All questions carry marks as indicated.
 2. Solve Question 1 OR Questions No. 2.
 3. Solve Question 3 OR Questions No. 4.
 4. Solve Question 5 OR Questions No. 6.
 5. Solve Question 7 OR Questions No. 8.
 6. Solve Question 9 OR Questions No. 10.
 7. Solve Question 11 OR Questions No. 12.
 8. Due credit will be given to neatness and adequate dimensions.
 9. Illustrate your answers whenever necessary with the help of neat sketches.

1. a) Explain the core Game Design process. 6

b) Describe the process for creating the Game specification. 7

OR

2. a) Write short note on Game & Hardware abstraction. 7

b) Define Token, Explain Tokenization with example. 6

3. a) Write short note on Blue Sky Research. 7

b) Write are Research Goals. Explain research sources. 7

OR

4. Explain any three architectural styles in detail. 14

5. a) Explain the seven Golden Gambits principles of effective design. 7

b) Explain the five important aspects in Game development. 6

OR

6. a) Describe three lead Balloons. 6

b) Write short note on Direct X & Open GL. 7

7. a) Explain any four standard design practices in Game Development. 7

b) Describe popular source control Softwares,. 6

OR

8. a) Differentiate between compilation & Interpretation 6

b) What are smart pointers? Explain the different ways in which it can be implemented. 7

9. a) What are the three stages of running games explain them. 7
b) What are the two methods of drawing text on screen and what are its advantages & disadvantages. 7

OR

10. a) Write short note on following. 7
i) The main loop.
ii) Nice clear exit.
b) What are sprites? Explain in brief, how sprites represents an image or animation on screen. 7
11. a) What are popular audio formats used in game? 6
b) Write short note on 3D – Graphics pipeline. 7

OR

12. a) Explain resource cache & screen Graph. 6
b) Explain data compression techniques. 7
