Date: 21/12/2022	Total Marks: 40	Time:10.00 am to 12.00 pm

Instructions: All questions are compulsory.

Q. 1.   Multiple choice questions   **(10)**

1. How can Players get Immediate Satisfaction from Free-to-Play Games?

   a) Easy Access   b) Quick Rewards   c) Fast Actions   d) All of the Above

2. MMORPG is a game where:

   a) Players play Online   b) Players may Raid preset locations   c) there is Socialization   d) All of the Above

3. MOBA contain which of the following Monetization?

   a) Loot Boxes   b) Battle Pass   c) a and b   d) None of the Above

4. Freemium Games are:

   a) Fully free   b) Partially Free   c) Not Free at all   d) Not a type of Game

5. The tutorial of Free-to-play games is:

   a) Only for New Players   b) Easy to Follow   c) Very Brief   d) Monetization Heavy

6. The Main Menu of a Free-to-play game may contain:

   a) Pause Button   b) Thanks for Purchase   c) Store Button   d) All of the Above

7. Free-to-play games can be easily accessed through:

   a) Paid Websites   b) Existing services like Facebook   c) Developed in Python   d) None of the Above

8. City-Builder games have at-most "x" layers in the Build Menu

   a) 8   b) 4   c) 3   d) 6

9. Various types of Items in a Free-to-Play game are:

   a) Game Resources   b) Real Money   c) Houses   d) Banks

10. Types of Currencies in a Free-to-play game

    a) Real Money   b) Basic Currency   c) Premium Currency   d) b and c

Q. 2.   Write short notes. (Any two)   **(10)**

1. Name the 6 Types of Motivations to Pay in a Free-to-play game.

2. Explain, what kind of content do Free-to-play games create as future content to keep players coming back?

3. Are Free-to-play games more prevalent on mobile or PC? Explain.

Q. 3.   Write the Answers to the following (Any 4)   **(20)**

1. Explain in detail what "Small Intervals of Play for a Long Time" means for Free-to-Play games?

2. Pick a Battle Royale game and explain the Gameplay Loop and why does it keep players playing the game.

3. Ideate how an existing paid game could be made Free-to-play?

4. What kind of future content would you make for a Free-to-play RPG?

5. Ideate a Mobile Free-to-Play puzzle game and explain the types of monetization used.

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