

**TILAK MAHARASHTRA VIDYAPEETH, PUNE**  
**BACHELOR OF ARTS (B.A.) – GAME ART AND DESIGN**  
**EXAMINATION: DECEMBER - 2022**  
**FOURTH SEMESTER**

**Sub.: Game Design III (Game Analysis and testing) (Th) (BAGD-19-404)**

**Date: 21/12/2022**

**Total Marks: 40**

**Time: 2.00 pm to 4.00 pm**

**Instructions: All questions are compulsory.**

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

1. Types of Information Reveal in a Game  
a) Online Search      b) Fog of War      c) Turn-based      d) All of the Above
2. Types of Player Interaction  
a) I do X      b) If you do Y, I do X      c) You give Y, I give X      d) None of the Above
3. Types of Objectives in Games  
a) Fun      b) Solve      c) Multiply      d) Kick
4. In fighting games like Mortal Combat, players play as:  
a) A specific Character      b) Any Character they pick      c) A God-like Character      d) A Background character
5. Types of Rules in Games  
a) Setup Rules      b) Constitutive Rules      c) a and b      d) None of the Above
6. Core challenge(s) of a Tower Defense game  
a) All of the Below      b) Resource Management      c) Adaption      d) Priority Management
7. In Territorial Acquisition, the player has to \_\_\_\_\_ to win  
a) Collect Money      b) Control Areas      c) Collect Artifacts      d) Build Monuments
8. What type of player would play a game by trying to break rules?  
a) Killers      b) Explorers      c) Achievers      d) Socializers
9. Which type of Knowledge is common in RTS games  
a) Snakes and Ladders      b) Ludo      c) Rock-Paper-Scissors      d) None of the Above
10. Which of the following are Resources in a Game  
a) Money      b) Time      c) Information      d) All of the Above

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

1. How is the difficulty increased in a Arcade Shoot'em Game like Space Invaders
2. Explain the Basic Patterns in the levels of a Platformer Game
3. Explain what the various types of Player Interactions exist in Games

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

1. Pick any game and analyze the following: Objectives/Goals, Controls, Information, Graphics, Narrative
2. Pick any game and analyze the following: Players, Mechanics, Sequencing, Elements in Motion, Theme
3. Explain the 4 types of Players and give an example of a game that type of player might like.

4. With an example, explain various elements of a Fighting Game.
  5. Explain the various Sub-Genres of Shoot-em-up Games with examples.
-