

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

Sub.: Game Design-I (Traditional Game Design And Flow Chart) (Th) (BAGD-19-205)

Date: 22/12/2022

Total Marks: 40

Time: 2.00 pm to 4.00 pm

Instructions: All questions are compulsory.

Q. 1. Multiple choice questions (10)

1. What level of Skill-Challenge in a game is not Frustrating or Boring
a) High Skill-Low Challenge b) Low Skill-Low Challenge c) Low Skill-High Challenge d) None of the Above
2. The Premise of a game
a) Creates Emotional Involvement b) Unifies Structure and Theme c) Removes Abstractness d) All of the Above
3. Rules do which of the following
a) Define Objects b) Restrict Actions c) a and b d) None of the Above
4. How is the Story incorporated into the game
a) Tests and Enemies b) Resurrection c) Hero's Journey d) All of the Above
5. Zero-Sum games have
a) One-Winner and Loser b) Involve Mathematics c) Have no End d) Is unrelated to Games
6. Which of the following are Structural Elements in Game Design
a) Conflict b) Columns c) Company d) Co-operation
7. Characters are defined by
a) How cool they are b) What they do c) How they dance d) All of the Above
8. Player Formats in Games
a) Player vs. Environment b) Team Competition c) Head-to-Head d) All of the Above
9. Types of Conflicts
a) Direct Actions b) Dinner c) Dilemmas d) Distancing
10. Types(s) of Character Agent(s)
a) Noble b) Office Worker c) Antagonist d) Flat Characters

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

1. Explain 4 types of End Game Conditions in Board Games
2. Explain the general structure of the rulebook. Why are the sections arranged so?

3. Brief on 5 Structural Elements of a game.

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

(20)

1. Choose a game of your choice (PC/Console/Mobile) and explain 3 Design Problems (NOT BUGS) in the game.
 2. Explain any 5 components found in Board games.
 3. What is a Core Mechanic? What is the core Mechanic in games like, a) Candy Crush Saga, b) Elden Ring and c) World of Warcraft?
 4. Explain 3 Circles of Feedback
 5. Create a Game Concept Document with the following constraints: a) Target Audience is Late Teens; b) Platform is Tabletop c) Theme: Fantasy/Magic/Medieval
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