

TILAK MAHARASHTRA VIDYAPEETH, PUNE
BACHELOR OF ARTS (B.A.) – GAME ART AND DESIGN
EXAMINATION: DECEMBER- 2023
SECOND SEMESTER

Sub.: Game Design-1 (Traditional Game Design and Flow Chart) (BAGD-19-205)

Date: 21/12/2023

Total Marks: 40

Time: 2.00 pm to 4.00 pm

Instructions: All questions are compulsory.

Q. 1. Multiple choice questions

(10)

1. What typically follows level design in the traditional game development process?
a) Character design b) Game mechanics c) Storyline development d) Playtesting
2. What is one of the key goals in traditional game design?
a) Increasing in-app purchases b) Creating compelling gameplay experiences c) Maximizing ad revenue d) Aiming for the lowest possible development cost
3. What typically follows the concept and pre-production stage in the traditional game development process?
a) Marketing and promotion b) Playtesting c) Character design d) Art asset creation
4. What does the term "level design" involve in game development?
a) Designing characters and their personalities b) Creating gameplay mechanics c) Designing the layout, challenges, and goals of game levels d) Writing the game's storyline
5. Which of the following is a critical step in traditional game design?
a) Setting the game's price b) Creating eye-catching box art c) Balancing gameplay mechanics d) Writing the game's marketing plan
6. Which stage of the game development process typically comes after level design?
a) Concept and pre-production b) Character design c) Game mechanics design d) Marketing and promotion
7. What is the primary purpose of playtesting in game design?
a) To create flow charts b) To ensure the game is free of bugs c) To gather player feedback and refine the game d) To determine the game's system requirements
8. In game design, what is the main function of a flow chart?
a) To create visually appealing game art b) To plan marketing strategies c) To illustrate the sequence of events and decision points in a game d) To measure player engagement
9. What does the term "game mechanics" refer to in the context of game design?
a) The physical components of a game b) The rules and systems that define how a game is played c) The graphics and art style of the game d) The background music and sound effects
10. Which of the following is a key step in traditional game design?
a) Implementing microtransactions b) Writing a compelling story c) Balancing gameplay mechanics d) Promoting the game on social media

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

(10)

1. How does level design contribute to the player's experience in a game? Provide an example.
2. Describe the role of playtesting in game development and its impact on game quality.
3. Explain the significance of game mechanics in game design and provide an example of a game mechanic from a popular video game.

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

(20)

1. Do a comparison between an classical game and modern game, explain the difference between their game mechanics and their flow chart with an example.
2. Select a classic video game and analyze its game design elements, including gameplay mechanics, level design, and overall impact on the gaming industry.
3. Discuss the impact of traditional game design on the entertainment industry and its role in shaping popular culture.
4. Imagine you are designing a game, and you've decided to introduce a new game mechanic. Describe the mechanic in detail and explain how it will enhance the gameplay experience.
5. Create a simple flow chart for a classic "Choose Your Own Adventure" style game. Include at least three decision points and outcomes.