

Gaming Architecture &
Programming.

1 : 1st half.13-AM(y)

Con. 8226-13.

(REVISED COURSE)

GS-3286

(3 Hours)

[Total Marks : 100

- N.B. :** (1) Question No. 1 is **compulsory**.
 (2) Attempt any **four** questions out of remaining **six** questions.

1. Explain the following in detail (any **two**) :— 20
 - (a) Implicit Invocation
 - (b) Object factory
 - (c) Architectural style.

 2. (a) Explain different types of game genre with an example. 10
 (b) Discuss the contents of game design document. 10

 3. (a) What do you understand by blue-sky research ? Why is it dangerous ? 10
 (b) What are the various phases in game development ? State the process, people involved and the outcome of each phase. 10

 4. (a) Identify the tokens of any game of your choice and draw : 10
 - (i) Token interaction Matrix
 - (ii) Token class hierarchy.
 (b) Mention the components in the main tiers of game architecture. 10

 5. (a) What are Hard and Soft architectures ? Which one is preferred for easy maintenance and why ? 10
 (b) Explain Game play research. 10

 6. (a) What are Scripting languages and why are they preferred for game play ? 10
 (b) What are principles to be followed for effective use of factory method ? 10

 7. Solve any (**four**) :—
 - (a) Difference between Game and Business application 5
 - (b) Software factory 5
 - (c) Code Priority 5
 - (d) Graphic file formats and Audio formats 5
 - (e) Game display technologies. 5
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