K.D.K. College of Engineering, Nagpur
Department of Information Technology
**Assignment No. 1 based on Unit-I & II (CO**802T**.1 & CO**802T**.2)** (Submit upto 28-01-19)
VIII SEM B.E. (IT) (CBS)

**Gaming Architecture & Programming** (BEIT802T) Date: 21-01-2019

**CO802T.1** Discuss the concepts of Game design -Initial and Core Design.
**CO802T.2** Explain the Core architectures of Game Programming and use of Technology.
**(BTL indicates Blooms Taxonomy level 1 Remember, 2 Understand, 3 Apply ,4 Analyze, 5 Evaluate, 6 Create)**

| Q. No. | Questions | **BTL** |
|---|---|---|
| 1. | What do you mean by game ? Discuss the game design principles followed in game development | BTL-2 |
| 2. | Discuss the contents of game design document. | BTL-2 |
| 3. | What are the various phases in game development? Discuss the process, people involved and the outcome of each phase with reference to gameplay. | BTL-2 |
| 4. | Explain the basic steps involved in game design process | BTL-2 |
| 5. | Draw block diagram of four tiers of game architecture and Explain the components at each tier. | BTL-3 |
| 6. | What is Abstraction? Explain different types of Abstraction in game development | BTL-2 |
| 7. | Define Token. Identify the tokens of pong game and draw<br>i) Token Interaction matrix. ii) Token class hierarchy. | BTL-3 |
| 8. | State design patterns that are commonly used in game design and explain any five of them | BTL-2 |
| 9. | Explain the following terms:-<br>a) Blue-Sky research b) "Hard" and "Soft" architecture<br>c) Research goals with example | BTL-2 |
| 10 | What are the research goals and explain blue-sky research? Why is it dangerous? | BTL-2 |
| 11 | Explain the most popular architectural styles in detail. | BTL-2 |
| 12 | Describe the different area of game play research. | BTL-1 |
| 13 | Explain about game programming optimization techniques | BTL-2 |
| 14 | What is the need of good architecture design in game development explain in brief | BTL-2 |
| 15 | What are the game development issues ? Discuss core groups in software factory and their interactions | BTL-2 |

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