PARUL UNIVERSITY
FACULTY OF IT & COMPUTER SCIENCE
BCA Summer 2022-23 Examination

Semester:4   Date: 21/03/2023
Subject Code: 05101259   Time: 10:30am to 01:00pm
Subject Name: Gaming Technology - I   Total Marks: 60

Instructions:
1. All questions are compulsory.
2. Figures to the right indicate full marks.
3. Make suitable assumptions wherever necessary.
4. Start new question on new page.

Q.1   Answer the followings.

A.   Answer / Define the following in short.   (05)
1.   Explain unity.
2.   Explain layers in Photoshop.
3   What is game design theory?
4.   Definition of AI.
5.   Explain target platform.s

B.   Multiple choice type questions/ Give the sentence true or false. (Each of 01 marks)   (10)
1.   Which of the following language is not included in game scripting language?
     a)   Java   b) Ruby
     c)   C   d) SQL
2.   Which of the following is not a Development phases in a gameplay-?
     a)   Feasibility and Conceptualization   b) Plan Technical architecture
     b)   Integration , Complexity Level   d) Including fun activity
3   Which are the tools of our game development
     a)   Code   b) Image editing program
     c)   Sound   d) All of these
4.   Which of the following are Issues in game development?
     a)   Platform Independence   b) Risk Reduction
     c)   Both a and b   d) None of these
5.   Which of the following is not a game design group?
     a)   Architecture group   b) Game design group
     c)   Tools group   d) Machine group
6.   Who creates the code for game engine –
     a)   AI programmer   b) Graphics Programmer
     c)   designer   d) both a & b
7.   Gameplay specification is
     a)   Vision Document   b) Basic Document
     c)   Not a vision Document   d) Nonspecific Document
8.   Which of the following requires any input from a user?
     a)   movie   b) game
     c)   both a & b   d) none
9.   Which of the following do not come with rule of how to play and goals to achieve
     a)   puzzle   b) toys
     c)   games   d) none
10. Gameplay consists of –
     a)   challenges   b) actions
     c)   a & b   d) none

Q.2   Answer the followings. (3 Marks Questions.) (Any Five)   (15)
1. What is heuristic approach in AI?
2. Explain visual style.
3. Explain arithmetic operators in C#.
4. What is masking in Photoshop.
5. Explain UI systems in Unity.
6. Explain while statement in C#.

Q.3   **Answer the following. (5 Marks Questions)(Any three)**   **(15)**
1. Explain 2D components in unity.
2. Explain sprite animation in unity.
3   How to write for statement in C#.
3. Explain clone and healing brush tools in Photoshop.

Q.4   **Answer the following in detail.**
A.   Explain principles of game design.   **(05)**
B.(1)   Explain idea development process.   **(05)**
B.(2)   Explain file formats, resizing and saving actions on Photoshop.   **(05)**
OR
B.(1)   What is visual style and gameplay in game design?   **(05)**
B.(2)   Explain constants and variables in C#.   **(05)**