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May-2026

B.Sc. (VCMT)-IVth SEMESTER

Fundamentals of Game Design (VCU-204-V)

Time : 3 Hours] [Max. Marks : 75

Instructions :

1. *It is compulsory to answer all the questions (1.5 marks each) of Part-A in short.*
2. *Answer any four questions from Part-B in detail.*
3. *Different sub-parts of a question are to be attempted adjacent to each other.*

PART-A

1. (a) What do you understand by Game Design? (1.5)

   (b) What are game genres? Explain with example. (1.5)

   (c) What is the importance of storytelling in video games? (1.5)

   (d) What is color theory in game art? (1.5)

(e) What is a Game Design Document (GDD)? (1.5)

(f) What do you understand by game mechanics? (1.5)

(g) What are 2D game assets? (1.5)

(h) What is pixel art? (1.5)

(i) Name any two popular game engines. (1.5)

(j) What is Level of Detail (LOD) in game design? (1.5)

PART-B

2. (a) Discuss different game genres and how they influence player experience with suitable examples. (10)

   (b) Explain the fundamentals of game development and design principles. (5)

3. (a) What is a concept pitch in game development? (5)

   (b) Explain the importance of Game Design Documents (GDD) and how they help in project development. (10)

4. Explain the importance of team management and project coordination in game art production. (15)

5. (a) What are 2D game assets? Give examples. (5)

   (b) Explain pixel art techniques and animation used in 2D games. (10)

6. (a) Explain how game environments and level layouts are designed in game engines such as Unity or Unreal Engine. (10)

   (b) Name two popular game engines and mention their key features. (5)

7. Discuss the role of color theory and composition in creating effective game art. (15)