

Dr. Rajni Mohana

JAYPEE UNIVERSITY OF INFORMATION TECHNOLOGY, WAKNAGHAT

TEST -3 EXAMINATION- May-2018

B.Tech VIII Semester

COURSE CODE: 17B1WCI812

MAX. MARKS:35

COURSE NAME: Computer Games

COURSE CREDITS: 3

MAX. TIME: Two Hours

*Note: All questions are compulsory. Carrying of mobile phone during examinations will be treated as case of unfair means. Each Question Carries Equal Marks*

Q1) What are the different methods of Prototyping?

Q2) Explain the Four areas of investigation for digital prototyping?

Q3) Explain the model for iterative game design

Q4) Explain the various types of play tester? How to recruit the play testers?

Q5) What are the methods to check the completeness and functionality of a game designed by you?

Q6) What are the methods to conduct a play testing game session?

Q7) How is Brainstorming important in game designing?