



K. K. Wagh Institute of Engineering Education & Research, Nashik
(An Autonomous Institute From A.Y. 2022-23)

InSem Examination-II Summer 2025	
Exam Seat No.:	
Academic Year: 2024-2025	Semester: VI
Class: TY Computer Science and Design	Program: B.Tech
Branch Code: CSD	Pattern: 2022
Name of Course: Game Design and Development	Course Code: CSD223012
Max. Marks: 30	Duration: 1.15 Hrs.

Instructions: Candidates should read carefully the instructions printed on the Question Paper and on the cover page of the Answer Book, which is provided for their use.

1. This question paper contains __01__ page(s).
2. Answer to each new question is to be started on a new page.
3. Assume suitable data wherever required, but justify it.
4. Draw the neat labelled diagrams, wherever necessary.
5. The last column indicates the Course Outcome and level of Blooms Taxonomy of the Question/sub-question.

Marks CO

Question No. 1

- 1 a) Explain Gaming, different types of gaming platforms, Genres and various player modes in detail (7) CO1

Question No. 2

- 2 a) What is Ludology? Explain common framework- Mechanics, Dynamics and Aesthetics (MDA) of Ludology. (4) CO1
- 2 b) Explain in brief designer and player centric design goals. (4) CO1

Group OR

- 2 c) Explain Elemental Tetrad with suitable diagram. (4) CO1
- 2 d) Explain Traditional Three Act Story structure in detail with suitable diagram. (4) CO1

Question No. 3

- 3 a) How can you apply paper prototyping in game design to test and refine gameplay mechanics? Illustrate your explanation with a suitable example and recommend an appropriate playtesting method. (7) CO2

Question No. 4

- 4 a) Identify and explain Mechanics and its seven parameters at inscribed layer. (4) CO2
- 4 b) Identify and explain any four benefits of paper prototyping (4) CO2

Group OR

- 4 c) Identify key differences between Dynamic layer and Inscribed layer (4) CO2
- 4 d) Illustrate with suitable example paper prototyping for interfaces for designing touchscreen mobile game (4) CO2

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