UTHM
Universiti Tun Hussein Onn Malaysia

UNIVERSITI TUN HUSSEIN ONN MALAYSIA

FINAL EXAMINATION
(ONLINE)
SEMESTER I
SESSION 2020/2021

COURSE NAME	:	COMPUTER GAMES DEVELOPMENT
COURSE CODE	:	BIM 33103
PROGRAMME CODE	:	BIM
EXAMINATION DATE	:	JANUARY/ FEBRUARY 2021
DURATION	:	3 HOURS
INSTRUCTION	.	1. ANSWER **ALL** QUESTIONS.
		2. PLEASE MAKE SURE TO CLICK "SAVE ANSWER" BUTTON.

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THIS QUESTION PAPER CONSISTS OF **FIVE (5)** PAGES

Q1   Questions Q1(a)-Q1(h) are based on **Figure Q1**.

   (a)   Identify **FIVE (5)** game objects for the game.

(5 marks)

   (b)   Write **ONE (1)** game lore for the game using local content theme.

(5 marks)

   (c)   Propose **TWO (2)** screen types appropriate for the game user interface.

(8 marks)

   (d)   Draw **ONE (1)** isometric view if the game theme use local content metaphor.

(5 marks)

   (e)   Suggest **TWO (2)** game cutscenes for different game levels.

(6 marks)

   (f)   Explain **TWO (2)** ethical and moral issues related to the game

(6 marks)

Q2   Questions Q2(a)-Q2(c) are based on the following Unity code in **Figure Q2**.

```
using UnityEngine;
using System.Collections;

public class CheckState : MonoBehaviour
{
 public GameObject myObject;

 void Start ()
  {
  Debug.Log("Active Self: " + myObject.activeSelf);
  Debug.Log("Active in Hierarchy" + myObject.activeInHierarchy);
  }
}
```

Figure Q2

   (a)   Identify **ONE (1)** function of MonoBehaviour command

(3 marks)

   (b)   Explain **TWO (2)** differences between Active Self and Active in Hierarchy status for a game object activation concept.

(6 marks)

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(c)   Write a Unity code with function name `ActiveObjects` to activate `myObject` in **Figure Q2**.

(6 marks)

Q3   Questions **Q3(a)**-**Q3(c)** are based on Unity Learn tutorials in **Figure Q3**.
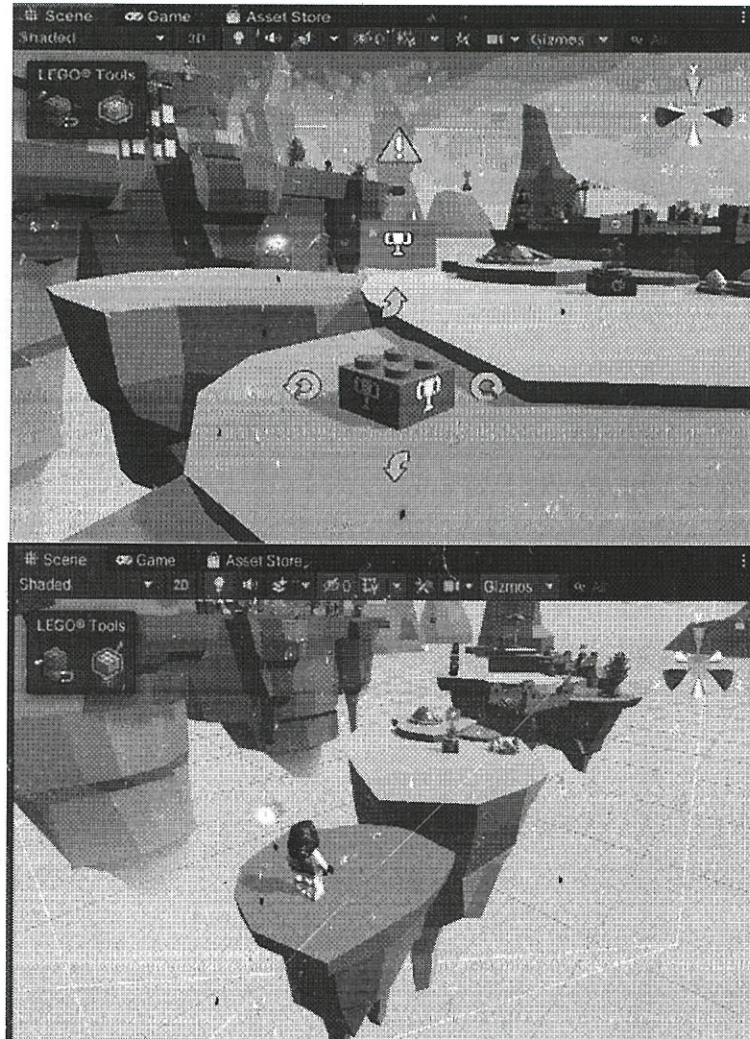

FIGURE Q3

(a)   Explain **SIX (6)** steps to create a new level by duplicating the customised scene in **Figure Q3**.

(12 marks)

(b)   Discuss **SIX (6)** steps involved to put the new level created in **Q3(a)** into Unity Build environment.

(12 marks)

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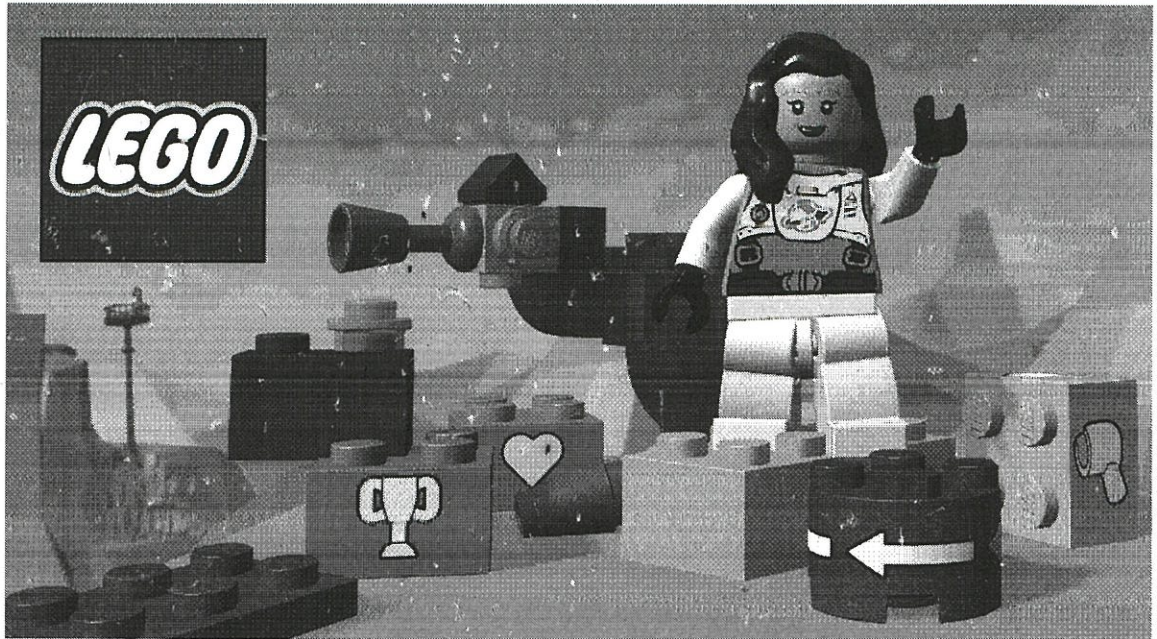COURSE NAME: COMPUTER GAMES DEVELOPMENT   COURSE CODE   : BIM 33103

FIGURE Q1

(LEGO® Tools 3D game user interface example)

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