UTHM
Universiti Tun Hussein Onn Malaysia

UNIVERSITI TUN HUSSEIN ONN MALAYSIA

FINAL EXAMINATION
SEMESTER I
SESSION 2022/2023

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COURSE NAME	:	COMPUTER GAMES DEVELOPMENT
COURSE CODE	:	BIM 33103
PROGRAMME CODE	:	BIM
EXAMINATION DATE	:	FEBRUARY 2023
DURATION	:	3 HOURS
INSTRUCTION	:	1. ANSWER **ALL** QUESTIONS.
		2. THIS FINAL EXAMINATION IS CONDUCTED VIA **CLOSED BOOK**.
		3. STUDENTS ARE **PROHIBITED** TO CONSULT THEIR OWN MATERIAL OR ANY EXTERNAL RESOURCES DURING THE EXAMINATION CONDUCTED VIA CLOSED BOOK.

TERBUKA

THIS QUESTION PAPER CONSISTS OF **FOUR (4)** PAGES

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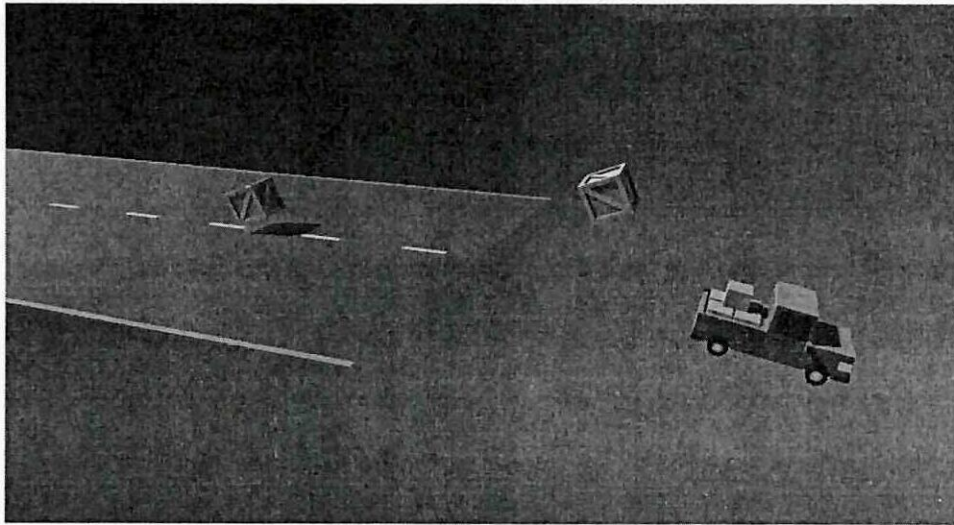
Figure Q1

(a)   Name a Unity component used to avoid the vehicle from going right along through the obstacle boxes as shown in **Figure Q1**.

(2 marks)

(b)   Explain **THREE (3)** steps required to include the Unity component identified in **Q1(a)**.

(6 marks)

(c)   Write the Unity code to move the vehicle forward and customize the vehicle's speed.

(6 marks)

(d)   Explain **FOUR (4)** steps in Unity to create a new script for the camera to follow the game character.

(8 marks)

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

```
public float horizontalInput;
 public float speed = 10.0f;
void Update()
{

horizontalInput = Input.GetAxis("Horizontal");
   transform.Translate(Vector3.right * horizontalInput *
   Time.deltaTime * speed);
}
```

Figure Q2

(a)   Explain **TWO (2)** purposes of `horizontalInput` command in **Figure Q2**.

(6 marks)

(b)   Identify **TWO (2)** steps to prevent the game character from going off the side of the screen by using an if-then statement.

(6 marks)

(c)   Write the Unity code based on the answer in **Q2(b)**.

(8 marks)

Q3   Questions **Q3(a)-Q3(c)** are based on the game interface in **Figure Q3**.

Figure Q3

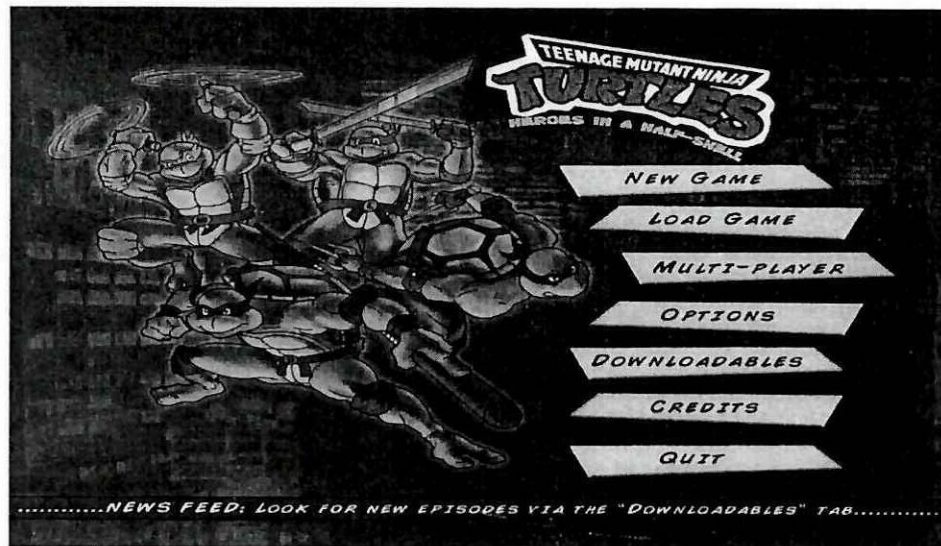**CONFIDENTIAL**

(a)   Explain **FIVE (5)** types of screen that is required for the game interface.

(15 marks)

(b)   Sketch **THREE (3)** storyboards using isometric view projection if the game sample in **Figure Q3** uses endless run gameplay style.

(15 marks)

(c)   Suggest **TWO (2)** suitable distribution and marketing approaches for the game proposed in **Q3(b)**.

(8 marks)

- END OF QUESTIONS –

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