

UNIVERSITI TUN HUSSEIN ONN MALAYSIA

FINAL EXAMINATION **SEMESTER I SESSION 2017/2018**

COURSE NAME

: COMPUTER GAMES

DEVELOPMENT

COURSE CODE

: BIM 33103

PROGRAMME CODE : BIM

EXAMINATION DATE

: DECEMBER 2017 / JANUARY 2018

DURATION

: 3 HOURS

INSTRUCTION

: ANSWER ALL QUESTIONS



THIS QUESTION PAPER CONSISTS OF THREE (3) PAGES

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- Q1 Questions Q1(a)-Q1(e) are based on Figure Q1.
 - (a) Write the game backstory using local content metaphor.

(5 marks)

- (b) Suggest a game logline based on the game backstory proposed in Q1(a). (5 marks)
- (c) Design **TWO** (2) main characters and **TWO** (2) props which are appropriate for the game. (10 marks)
- (d) Draw the new game flowchart to include **THREE** (3) new game levels as well as all characters and props involved in the game.

 (10 marks)
- (e) Illustrate **ONE(1)** isometric view for the game 3D environment. (10 marks)
- Q2 Questions Q2(a)-Q2(d) are based on the given scenario.

UTHM Game Production Sdn. Bhd. has been given a 2D side-scrolling game project to increase school children awareness on road safety. The game uses Malaysian theme as the design metaphor.

- (a) Explain **FIVE** (5) items to include in the Game Design Documents. (10 marks)
- (b) Design **ONE** (1) 2D environment to show the foreground, middle-ground and background elements involved in the proposed game.

 (10 marks)
- (c) Write a UNITY code to load, run and exit the game.

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(10 marks)

(d) Identify the most **THREE** (3) suitable approaches to market the game. (10 marks)

- END OF QUESTION -

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FINAL EXAMINATION

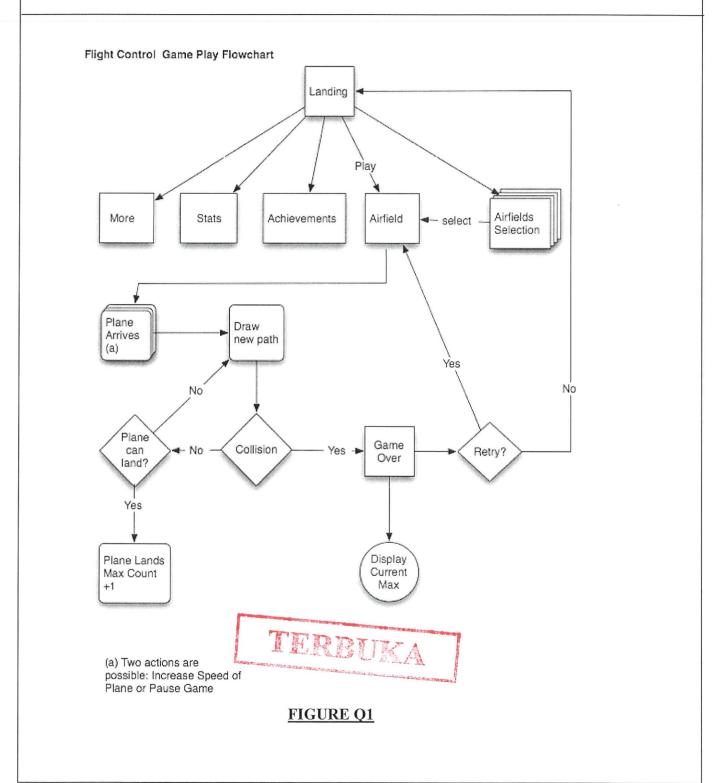
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