UTHM
Universiti Tun Hussein Onn Malaysia

UNIVERSITI TUN HUSSEIN ONN MALAYSIA

FINAL EXAMINATION
SEMESTER I
SESSION 2018/2019

COURSE NAME	:	COMPUTER GAMES DEVELOPMENT
COURSE CODE	:	BIM 33103
PROGRAMME CODE	:	BIM
EXAMINATION DATE	:	DECEMBER 2018 / JANUARY 2019
DURATION	:	3 HOURS
INSTRUCTION	:	ANSWER ALL QUESTIONS

THIS QUESTION PAPER CONSISTS OF **THREE (3)** PAGES

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

    (a)   List **FIVE (5)** steps in Unity to add the *Moving Platform* object game.

        (10 marks)

    (b)   Identify **THREE (3)** steps in Unity to preview the *Path* of the *Moving Platform*.

        (10 marks)

    (c)   Explain **THREE (3)** steps in Unity to loop the *Moving Platform*.

        (10 marks)

    (d)   Illustrate **TWO (2)** supporting characters and **TWO (2)** additional props which are appropriate for the game.

        (10 marks)

    (e)   Draw **ONE (1)** 2D game environment to show the foreground, middle-ground and background elements.

        (10 marks)

Q2   Questions **Q2(a)-Q2(e)** are based on the given scenario.

Your are given a project to design a vertical slice (game prototype) of a 3D Role-Playing Game (RPG) which the main character to escape from a house caught on fire. The burning house has furnitures and walls with obstacles such as doors and stairs that have fallen and blocked the way.

    (a)   Propose **TWO (2)** appropriate point of view (POV) for the game.

        (10 marks)

    (b)   Illustrate **ONE(1)** isometric view for the game vertical slice.

        (10 marks)

    (c)   Justify **TWO (2)** strategies to market the game to online users.

        (10 marks)

- END OF QUESTION –

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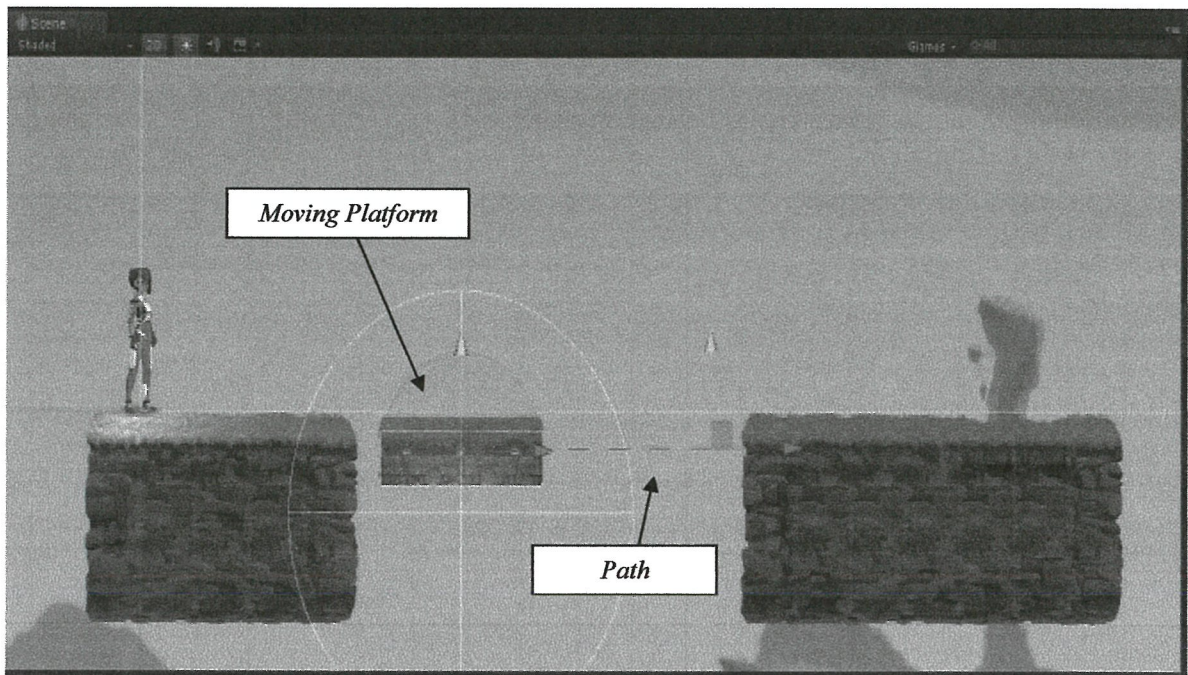COURSE NAME: COMPUTER GAMES DEVELOPMENT   COURSE CODE   : BIM 33103

FIGURE Q1

(Unity 2D Game Kit Tutorial)

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