UTHM
Universiti Tun Hussein Onn Malaysia

UNIVERSITI TUN HUSSEIN ONN MALAYSIA

FINAL EXAMINATION
SEMESTER I
SESSION 2015/2016

COURSE NAME	:	COMPUTER GAMES DEVELOPMENT
COURSE CODE	:	BIM 33103
PROGRAMME	:	3 BIM
EXAMINATION DATE	:	DECEMBER 2015 / JANUARY 2016
DURATION	:	2 HOURS AND 30 MINUTES
INSTRUCTION	:	ANSWER **ALL** QUESTIONS

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

Q1 (a) Explain the concept of isometric view using **ONE (1)** appropriate figure.
(8 marks)

(b) Identify the function of **FOUR (4)** layout elements in Unity graphical user interface.
(8 marks)

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

As a game developer, you has been given a project to design and develop a new educational game to assist children how to learn Matemathics. You will need to undertake user analysis and prepare the game documentation to be presented to the stakeholders.

(a) Analyze **TWO (2)** demographics information to be gathered by the game developer in identifying the game audience.
(8 marks)

(b) Outline **FOUR (4)** questions to be answered in designing a game level.
(8 marks)

(c) Compare **THREE (3)** differences between Game Design Document and Game Pitches.
(9 marks)

(d) Differentiate **THREE (3)** methods commonly used by marketers to advertise their products using computer games.
(9 marks)

Q3 Questions **Q3(a)-Q3(b)** are based on the given scenario.

ABC Game Design has been assigned a project to develop a new endless game with similar gameplay to *Subway Surfers* but to include Malaysian theme and metaphors.

(a) Using axonometric projection, illustrate **ONE (1)** example of faux 3D game environment consists of **TWO (2)** characters and **THREE (3)** props.
(14 marks)

(b) Design **FOUR (4)** interfaces for INSTRUCTION menu of the proposed game. The instruction includes tutorial, how to play, bonus item and other related information.

(16 marks)

- END OF QUESTION -