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UNIVERSITI TUN HUSSEIN ONN MALAYSIA

**FINAL EXAMINATION
SEMESTER I
SESSION 2016/2017**

COURSE NAME : COMPUTER GAMES
DEVELOPMENT
COURSE CODE : BIM 33103
PROGRAMME : BIM
EXAMINATION DATE : DECEMBER 2016 / JANUARY 2017
DURATION : 2 HOURS AND 30 MINUTES
INSTRUCTION : ANSWER ALL QUESTIONS

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

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

- (a) Write the game logline. (5 marks)

- (b) Suggest a new game lore for *Super Mario Brothers* game. (5 marks)

- (c) Design a storyboard consists of **FOUR (4)** pages to illustrate the game lore proposed in **Q1(b)**. (10 marks)

- (d) Propose **ONE (1)** new game character and illustrate the character's front, top, left or right and perspective views. (10 marks)

- (e) Explain the new character's description proposed in **Q1(d)** to include **TWO (2)** character's personality, functionality, strength and weaknesses. (10 marks)

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

Your company, FSKTM Gamers is bidding for a new 3D Shooters Role-Playing Game (RPG) project that use local content features (Malaysian theme). For the game pitch session, you will need to design a vertical slice of the game to show a scene where the main character need to get out of a room. The room has furnitures and walls with obstacles such as locked doors, furnitures that has fallen and blocked the way and a huge hole in the floor.

- (a) Explain the appropriate point of view (POV) for the game. (5 marks)

- (b) Illustrate **ONE(1)** isometric view for the game vertical slice. (6 marks)

- (c) Design **THREE (3)** main interfaces of the proposed game. (9 marks)



(d) Write a UNITY code segment for the game loading, running and game over. (10 marks)

(e) Justify **TWO (2)** marketing strategies that are appropriate for the game. (10 marks)

- END OF QUESTION -

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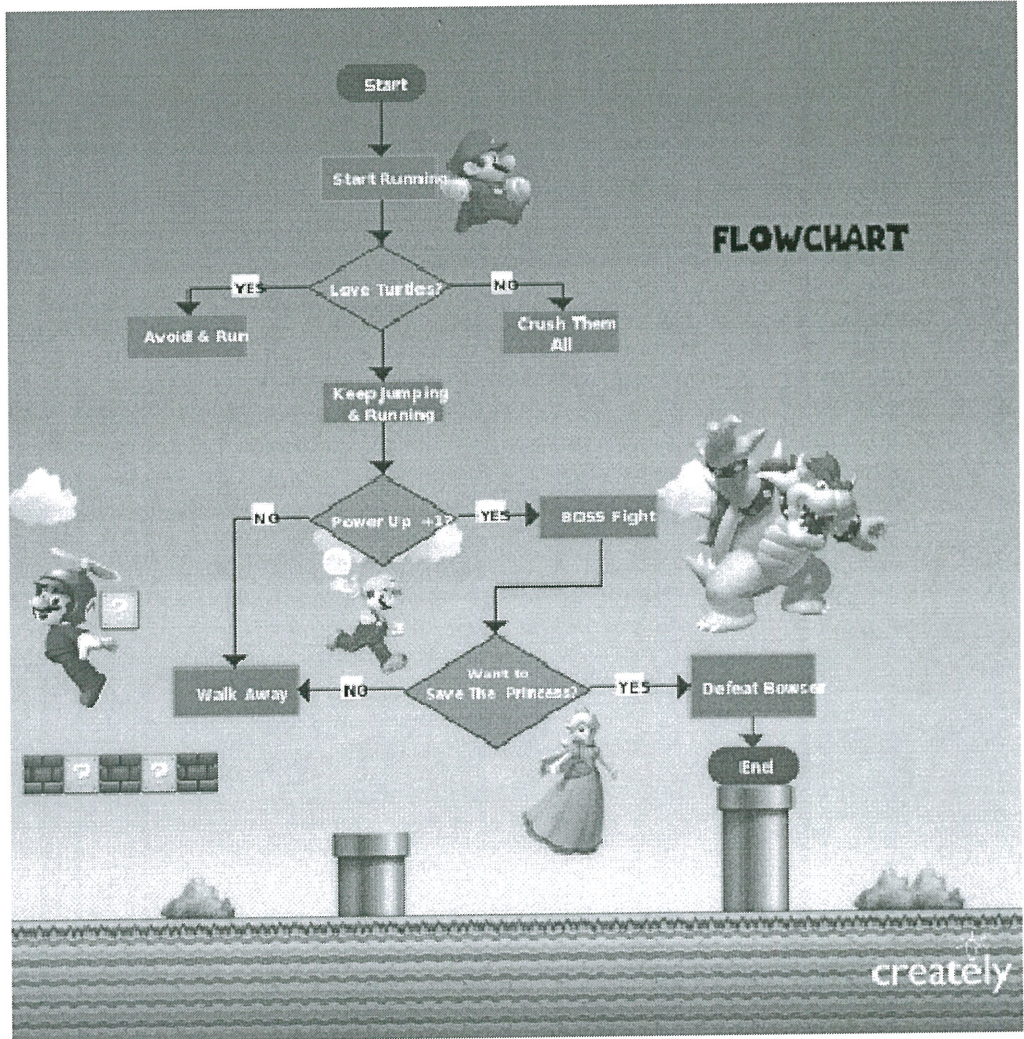


Figure Q1
(Super Mario Brothers Game Flowchart)

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