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UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Semester Examination, May 2018

Program: B.Tech CSE Graphics and Gaming

Subject (Course): Introduction to Game Programming

Course Code : CSGG3002

No. of page/s: 1

Semester – VI

Max. Marks : 100

Duration : 3 Hrs

All Sections are Compulsory.

Section- A (Attempt all, each question carries 7.5 marks)

- Q1. Define a Gameobject, can there be a game without a gameobject.
- Q2. Give various type of functions available in MonoBehaviour class in Unity.
- Q3. Discuss the importance of baked light source.
- Q4. Write short note on particle system, how it's is achieved in Unity.

Section- B (Attempt all, each question carries 15 marks)

- Q5. Write code snippets to take input from user to move in a game scene.
- Q6. Explain the steps involved in giving a color or texture to any object.
- Q7. Discuss the importance of trigger functionality in Unity.

Section- C (Attempt all, question carries 25 marks)

Q8.

- a. Write down all the steps involved in game development lifecycle.
- b. What are different light sources in Unity, explain with example.

[15 Marks]

[10 Marks]