

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

School of Computing Science and Engineering

B.TECH CSE with specialization in Gaming Technology

Semester End Examination - Nov 2023

Duration : 180 Minutes

Max Marks : 100

Sem VII - CSGG4701 - Game Programming

General Instructions

Answer to the specific question asked

Draw neat, labelled diagrams wherever necessary

Approved data hand books are allowed subject to verification by the Invigilator

- 1) Define game loop. K1 (2)
- 2) Outline different gaming platforms. K2 (4)
- 3) Explain Texture Addressing. K2 (6)
- 4) Identify relationship between story telling engine and user interface. K3 (9)
- 5) Contrast OpenGL and DirectX for animation. K3 (9)
- 6) Analyze significance of Game Loop and Real-Time Simulation. K5 (10)
- 7) Analyze how mobile gaming for Android can be developed? K4 (12)
- 8) Explain game profiling and its advantages in game programming. K5 (15)
- 9) Explain User Interface Management in game programming with a proper scenario. K5 (15)
- 10) Elaborate gaming consoles. K6 (18)