Reg. No. : | | | | | | | | | | | | |

Question Paper Code : 40886

B.E./B.Tech. DEGREE EXAMINATION, APRIL/MAY 2018
Seventh Semester
Computer Science and Engineering
CS 6006 – GAME PROGRAMMING
(Regulations 2013)

Time : Three Hours | Maximum : 100 Marks

Answer ALL questions

PART – A (10×2=20 Marks)

1. Define quaternion.
2. Differentiate between clipping and culling.
3. List the issues that can address the game engine file systems.
4. What are the types of inputs in Human Interface Devices (HID) ?
5. Show the subsystems of game logic.
6. Comment : Caching data.
7. What is the function of time-line in flash tool ?
8. Write the use of unity game engine.
9. What do you mean by tile-based game ?
10. Give some examples of multiplayer games.

PART – B (5×16=80 Marks)

11. a) i) Highlight the features of 3D modeling and rendering. (8)
ii) List and explain the components of colors. (8)

(OR)

b) Discuss the various types of character animation. Design a sprite sheet, to illustrate the animation. (16)

12. a) Elaborate on game engine support system. (16)

(OR)

b) i) Explain the various game loop architectural styles. (8)

ii) Describe the collision primitives of collision detection system. (8)

13. a) i) List and explain the contents application layer in game architecture. (8)

ii) Identify the sequence of process in a typical main loop in game programming. (8)

(OR)

b) Outline the organization of game event system in detail. (16)

14. a) Design a Tic-Tac game using Java. Neatly explain step by step procedure to illustrate the selection of lighting, color, texture and the working of the game.

(OR)

b) i) Explain the function of Direct X. (8)

ii) Highlight the features of DX studio. (8)

15. a) Discuss the procedure for developing puzzle game using Python. (16)

(OR)

b) With an example, explain the steps involved in creating a multiplayer game. (16)