

Time: 3hrs

Max. Marks: 80

Note: **1) Question 1 is compulsory**
 2) Attempt Any Three Questions from remaining questions

- Q 1 a)** What are the basic requirements for choosing Game engine? **10**
- Q 1 b)** Describe different property used by camera object with example. **10**
- Q 2 a)** Explain Textures, Shaders, and Materials in details **10**
- Q 2 b)** Explain difference between unity and C# scripting. Explain any two components of C# scripting. **10**
- Q 3 a)** Explain different view used in unity game development. **10**
- Q 3 b)** Explain different types of light used in unity scene with their properties. **10**
- Q 4 a)** Define state machine state and transition with help of state diagram. **10**
- Q 4 b)** Write a code for Object movement using script **10**
- Q 5 a)** Explain play centric design process in detail. **10**
- Q 5 b)** Define Terrain with help of unity Terrain Sculpting Tools. **10**
- Q 6** Write Short notes on **20**
- a) Lookup Table for action object
 - b) Triggers
 - c) Inventory Layout and Overflow
 - d) Managing project in game environment
