

Instructions:

- **Do not write anything on the question paper.**

Q-1 What is the workflow of the game? **20**

Q-2 What are game play mechanics? **20**

Or

Q-2 What is scene view and game view? **20**

Q-3 What is the technical requirements of game engine? **20**

Or

Q-3 What is the players' perspective when playing the game? **20**

Q-4 How a game designer makes a game level? **10**
