P P SAVANI UNIVERSITY

Eight Semester of Fast Track B. Tech. Examination
December 2022
SEIT4580 C++ Programming for Unity Game Development

05.12.2022, Monday   Time: 01:00 p.m. To 03:30 p.m.   Maximum Marks: 60

Instructions:
1. The question paper comprises of two sections.
2. Section I and II must be attempted in same answer sheet.
3. Make suitable assumptions and draw neat figures wherever required.
4. Use of scientific calculator is allowed.

SECTION – I

Attempt any Five.

			CO	BTL
Q - 1	What is Inheritance? Explain it in brief with reference to game development.	[06]	1	2
Q - 2	"C++ and/or C# Constructor can return the value "– TRUE/FALSE. Justify with suitable example.	[06]	1	4
Q - 3	What kind of games would not be the best for Unity? Support your answer with proper example.	[06]	2	3
Q - 4	Is Unity cross platform? How does Unity Game engine works?	[06]	2	1
Q - 5	Explain the use of Variables, Functions and Classes in Unity. Which functions run automatically inside Unity?	[06]	2	2
Q - 6	Differentiate between For, Foreach, While and Dowhile loop with suitable example.	[06]	1	1

SECTION – II

Attempt any Five.

			CO	BTL
Q - 1	How do I read and write data from a text file? Write a code for Writestring( ) and Readstring( ) method.	[06]	2	3
Q - 2	Explain the concept of Event handling in Unity.	[06]	2	2
Q - 3	Explain the steps to design game in Unity. Design any 2D game of your choice using described steps.	[06]	3	6
Q - 4	How to add audio component in game environment? Explain with example.	[06]	1	3
Q - 5	Describe the concept of Streams in details.	[06]	1	2
Q - 6	What is Exception? Why exception handling is important in game development?	[06]	1	2

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CO   : Course Outcome Number   BTL   : Blooms Taxonomy Level

Level of Bloom's Revised Taxonomy in Assessment

1: Remember	2: Understand	3: Apply
4: Analyze	5: Evaluate	6: Create