COMSATS UNIVERSITY ISLAMABAD
Abbottabad Campus
Department of Computer Science
FINALTERM EXAMINATION Spring 2025

Class: BSE 6A, 6B
Subject: Game Development
Total Time Allowed: 3-hour
Student Name: _____

Date: 16-July-2025
Instructor: Ahsan Khan
Max Marks: 100
Registration #_____

SECTION-A
[Clo-1,Clo-2,Clo-3,clo-4]

Q1. Explain how ProBuilder is used in Unity for creating 3D models in a game environment. Describe the basic modeling workflow, important editing tools, and explain properties that influence the shape, alignment, and appearance of a model during the design process.

[Clo-1][Marks:10]

Q2: Suppose you are developing a new game that features a realistic environment. Create a detailed plan for your game, including multiple assets and scenes. Explain the following technical terms commonly used when creating assets and scenes in Unity. Your explanations should reflect their purpose and how they are applied during the game development process

1) Terrain 2) Shaders 3) Texture Mapping 4) Normal Map
5) Rigid Body 6) Baked Lightning 7) Base Map 8) Light Probes
9) Particle system 10) UV Mapping

[Clo-1][Marks:20]

Q3: Create a Unity C# script that takes a user's name, address, and phone number as input through UI input fields and displays the information on the HUD (Heads-Up Display) when a button is pressed. In addition, display the following game-related elements on the screen:

- **Current player score**
- **Game timer (in seconds)**
- **Number of enemies killed**

[Clo-2][Marks:20]

Q4: You are tasked with creating an animation system in Unity for a character in a game scenario that includes both gameplay animation (e.g., movement, actions) and a cinematic sequence (e.g., a cutscene).

- **List the major components of Unity's animation system**

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