

Digital Game Design (Faculty: IT Integrated Design)

Q.No	Question
1	<p>Physical Puzzle Mechanism: Using the given materials, build a physical prototype of a puzzle mechanism that could be used in a platformer game. The puzzle should require some action (e.g., turning, sliding, pressing) to solve.</p> <p>Material Required:</p> <ul style="list-style-type: none"> • Cardboard sheets (A4 size - 3 pieces) • Craft knife / safety cutter • Glue stick • Paper clips (5) • Rubber bands (2)
2	<p>Design a main character for a video game who evolves through three different levels of the game. Sketch the character in three progressive stages, showing how their design and abilities change. Provide a short description of the game's genre and how the character's evolution affects gameplay.</p>
3	<p>Create a 6 frame storyboard for an abstract digital game concept that involves any or more of the following: a floating object, a moving platform, a timed challenge. Present in 6 boxes with notes.</p>