

## Information Design (Faculty: IT Integrated Design)

Q.No	Question
1	<p><b>Physical Puzzle Mechanism:</b> 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><b>Material Required:</b></p> <ul style="list-style-type: none"> <li>• Cardboard sheets (A4 size - 3 pieces)</li> <li>• Craft knife / safety cutter</li> <li>• Glue stick</li> <li>• Paper clips (5)</li> <li>• Rubber bands (2)</li> </ul>
2	<p><b>Design a main character</b> 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 <b>short description</b> of the game's genre and how the character's evolution affects gameplay.</p>
3	<p>Create a 6 frame storyboard for an <b>abstract digital game</b> 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>