ICS 61 – Game Systems and Design – Potential Final Exam Questions

Most of the Final will consist of some of the following questions (often in slightly different forms):

1. Any question listed as a "potential midterm question."

2. Is The Stanley Parable primarily a story or a puzzle? Your answer should reference specific characteristics of puzzles and stories described by Schell.

3. What are the four basic elements of games, as defined by Schell? Which one is the most important?

4. Suppose bits (0s or 1s) are being sent over a network in packets, where every packet has a fixed size of exactly 10 bits. The last bit is not part of the message, but is a checksum bit, used to indicate whether the other bits were transmitted correctly. The last bit is set by the sender to 0 if in the previous 9 bits there an even number of 1s, and the last bit is set to 1 if in the previous 9 bits there is an odd number of 1s.

    a. True or false: the sender always sends a packet with an even number of bits set to 1.

    b. Explain how the receiver of the packet can use this scheme to determine whether it is likely that a bit was flipped during transmission.

    c. Is there any possibility that the receiver will get a corrupted packet, and yet won't be able to tell that? Explain your answer carefully.

5. How do you pronounce VVVVVV?

6. Toys and puzzles are similar to games in some ways, but are different in others. Select something else (not toys or puzzles) that overlaps in some way with the category of "game," and carefully dissect how the two concepts are different.

7. Schell considers characters in novels (e.g. Holden Caulfield), movies (e.g. Indiana Jones), and games (e.g. Mario) and sees several patterns. Name and describe <u>one</u> of the patterns Schell lists.

8. How is an Internet Protocol packet similar to an envelope? How is it different?

9. Why does Jesse Schell hate playtesting? Why does he do it anyway?

10. What does Schell mean by a "string of pearls" in the context of stories and games? What is the alternative to having a string of pearls?

11. Schell lists ten game qualities on page 44. What does "Game can create their own internal value" mean?

12. What is the purpose of creating a paper prototype of a game?

13. Consider the game "The Path" – we looked at a play through of it and read its post mortem. How does The Path resolve the five story problems described by Schell in Chapter 17?

14. Select one type of "game balance" that Schell describes in chapter 13, and describe how one of your three games for ICS 61 deals with that type of balance.

15. In the U.S., a date is specified like this: "March 13, 2015". Is this big-endian or little-endian?

16. Now, at the end of the quarter, can you honestly say, "I am a game designer"?