CS 490.001: GAME DESIGN, DEVELOPMENT, AND TECHNOLOGY

FINAL EXAM REVIEW

EXAM DATE & TIME: WEDNESDAY, MAY 7, 2008, 10:00 – 11:40 AM

Twenty-five 6-point questions, one for each of the following major areas in the course:

1. History of Video Games
2. Social Impact of Video Games
3. The Nature of Fun
4. Game Design Principles
5. Game Development Teams
6. Game Programming Basics
7. Game Testing & Debugging
8. Game Architecture
9. Memory & I/O Systems
10. Game Mathematics
11. Collision Detection
12. Game Physics
13. Game Graphics
14. Character Animation
15. Pathfinding
16. Game Audio Programming
17. Multiplayer Games
18. Game Interface Design
19. 3D Modeling & Environments
20. Lighting & Animation
21. Game Cinematography
22. Audio Design & Production
23. Game Industry & Legal Perspective
24. GDDT’s Enhancement of CS Comprehension
25. GDDT’s Non-Enhancement of CS Comprehension