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School of Computing Science and Engineering
BCA with Industry Oriented Specialization in Multimedia and Animation
Semester End Examination - Nov 2023

Duration : 180 Minutes
Max Marks : 100

Sem V - E1UG501B - Scripting for Animation and Games

General Instructions

Answer to the specific question asked

Draw neat, labelled diagrams wherever necessary

Approved data hand books are allowed subject to verification by the Invigilator

- 1) Label various colors in CSS. K1 (2)
- 2) Show How Many Times an Animation Should Run K2 (4)
- 3) Explain Why it is important to Clear The Game Area? K2 (6)
- 4) Explain how to Set a width for the border at the end in the block direction. K3 (9)
- 5) Discuss how to Set the style of the bottom border for different elements K3 (9)
- 6) Build a Game with Sound and effects. K5 (10)
- 7) WAP to Set a color for the borders in block direction K4 (12)
- 8) Make a game using property called moveAngle K5 (15)
- 9) Create a game to prevent the red square from falling forever, stop the falling when it hits the bottom of the game area K5 (15)
- 10) Develop a function when someone clicks a button, and make the red square fly up in the air K6 (18)