

Exam dates: 16-18.January.

Schedule will be announced on homepage after submission of your productions.

Exam

The oral examination is a group exam without preparation and will use the 13 point scale. We will use approximately 25 minutes per student in the group.

The oral exam will be divided into the following parts:

- a. The group present their game and how it is implemented. For this we will provide a computer for you to demonstrate your game on. Python and Panda3d will be installed on this computer. Bring your game on a CD-rom. Alternatively, you may bring your own laptop. Come and setup in due time. There will be two exam rooms.
- b. Following the presentation, the students will answer questions and engage in a general discussion with examiner and censor based on the course curriculum.

Course curriculum for Game programming Fall 2005 (Exam in January 2006).

Reading list (Pensum):

-- *J. Gold:*

Chap. 2 - 4, 5.1 - 5.3, 5.5, 7.1, 8:

p. 9 - 120, 135 - 149, 227, 267 - 281, 329 - 349 (~150 pages)

-- *Panda manual:*

Sec. III, IV.A, IV.D, IV.E, IV.G, IV.H, IV.I, IV.S, IV.U, IV.W, IV.X :

Panda intro, Scene graph, Actors, Camera control, Intervals, Tasks and Events, Fog and lighting, utility functions, collision detection, math, physics

-- *G. van Rossum & F. Drake, Jr.: Python Tutorial, Release 2.2.3:*

Chap. 1 - 6, 8 - 9: p. 1 - 39, 47 - 61 (54 pages)

-- *D. Bourg & G. Seemann:*

Chap. 1-4, 6-9, 11 : p. 1-10, 16-30, 38-42, 49-79, 96-170, 212-226, (~140pages)

--**A. Watt: 3D Computer Graphics. Addison-Wesley, 2000:**

Chap. 17 - 17.2.2, 17.2.6 - 17.3.0, 17.4-17.6, p.473-483,492-500,504-529 (~45 pages)

--*Watt & Poliocarp: 3D Games.*

Chap. 20.1 - 20.5: p. 572 - 586 (15 pages)

--*Hunicke, Zubek, Leblanc: MDA: A Formal Approach to Game Design and Game Research*