

Exam

The exam dates are June 21 - 24, 2005.

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.
- b. Following the presentation, the students will answer questions and engage in a general discussion with examiner and censor based on the course curriculum.



The course curriculum

Reading (Pensum) list:

- A. König & B. Moo:
Chap. 0 - 4, 9 - 10: p. 1 - 73, 155 - 186 (105 pages)
- J. Gold:
Chap. 2 - 4, 5.1 - 5.3, 5.5, 7.1, 8: p. 9 - 120, 135 - 149, 227, 267 - 281, 329 - 349 (164 pages)
- Panda manual:
Sec. V.A, V.D, V.E, V.G, V.J, V.K, V.N, V.O, V.S, V.T : (30 pages)
- 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 - 7: 1 - 10, 16 - 30, 52 - 73, 80 - 82, 96 - 156, 165 - 167, 212 - 218 (121 pages)

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The course curriculum (continued)

Reading (Pensum) list:

- A. Watt: 3D Computer Graphics. Addison-Wesley, 2000:
Chap. 17 - 17.2.2, 17.2.6 - 17.3.0, 17.4.1 - 17.4.5, 17.5 - 17.6: p. 473 - 483, 492 - 500, 505 - 515, 517 - 529 (44 pages)
- Watt & Poliocarpo: 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



Exam preparation

Should we have an exam question meeting prior to the exam?

