

Certificate in Game Design (One Year)

RAJA MANSINGH TOMAR MUSIC & ARTS UNIVERSITY

Session: 2025 – 2026

MARKING SCHEME

Paper	Time (In hrs.)	Size	Max Marks	Min Marks	Total
THEORY (SUBJECT)					
Fundamentals of Game Design	03	-	100	33	100
PRACTICAL (SUBJECT)					
3D Game Assets	12	-	100	33	100
Game Engine & Prototyping	12	-	100	33	100
TOTAL					300

THEORY

1. Fundamentals of Game Design

- Definition of Games
- Game Genres :- 2D/3D, casual, hyper-casual, RPG, FPS
- Elements of a Game:- Players, Objectives, Rules, Feedback systems, Voluntary participation
- Differences between Games and Play
- Game Loops: Core Loop, Progression Loop, Meta Loop
- Win/Loss Mechanics, Challenge vs Reward
- Core Pillars of Design: Mechanics, Dynamics, Aesthetics (MDA Framework)
- Level Design Basics: Flow, Blocking, Navigation
- Game Production Pipeline:- Pre production, Production, Post Production, Testing
- Game Rules:- Operational, Constitutive, & Implicit
- Creating Game Documentations: GDD (Game Design Document):- Scheduling, Technical Document, Game Concept Document, Level Design Document, Testing Reports

PRACTICAL

Practical 1. 3D Game Assets

- Introduction to 3D Software (Maya)
- Surface & Polygon Modelling (Props, Environment Objects)
- UV Unwrapping & Texture Mapping
- Creating Game-Ready Assets
- Export Pipeline for Game Engine Integration

Submission -

- Create minimum. 3 Game Assets using each element mentioned in the course outline (House, Weapon, Props, etc.)

Practical 2. Game Engine & Prototyping

- Introduction to Editor Interface and Project Setup
- Importing Assets and Creating Basic Scenes
- Scripting Basics for Gameplay Mechanisms
- Character Setup, Collision, Lighting & Post-Processing
- Building your first Game

Submission -

- Develop a 3D Game using elements mentioned in the course outline.