

Certificate in Game Design (One Year)

RAJA MANSINGH TOMAR MUSIC & ARTS UNIVERSITY

Session: 2026 – 2027

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



Mr. Raja Ravichandra Prasad
HOD Game Design, ACAD



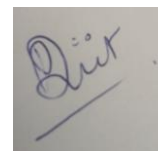
Mr. Ritesh Verma
3D Art Faculty



Mr. Madhvendra Singh
Game Design Faculty



Mr. Ayush Chakravarty
Game Engine Faculty



Dr. Parul Dixit
HOD Fashion Dept. RMTU

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



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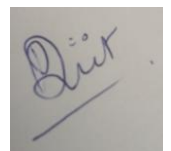
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PRACTICAL

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.



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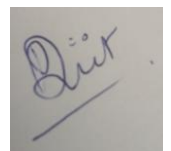
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