

Exam questions:

1. What are the four main components of the design framework and give examples what each component includes.

-The book is based on the four components of the framework and it is very important to understand it to use the patterns.

2. Explain what the design patterns for game elements are and give three examples with short explanation of these elements.

- This question helps to find out if the student has understood the elements of game design correctly and what kind elements games have.

3. Explain the following patterns shortly

a) Resource management

b) Fog of War

c) King of the Hill

d) Replayability

- This question finds out if the examinee understands some basic patterns in games

4. Choose one game (could be any game not just video games) and analyze it by using the game design framework and give examples what patterns can be identified from the game.

-Tests the examinee if he/she has understood the framework and is able to use it and identify different patterns.