

WORLD MISSION HIGH SCHOOL

ICT AND MULTIMEDIA

MULTIMEDIA PRODUCTION

LEVEL 5

Metaverse_XR_and_Games_Application

1. You are designing an open-world adventure game set in a mountainous region. During testing, players complain that navigation feels confusing and the world looks “flat” and unrealistic. Analyse the terrain elements (height maps, textures, terrain sculpting, vegetation/props) and explain which ones you would adjust to make the world more navigable and visually engaging. Justify your choices.
2. A combat game prototype has impressive attack animations, but players complain that the actions feel slow and unresponsive. Breakdown the animation components you would analyze and adjust (timing, hit frames, transitions, anticipation) to improve responsiveness.
3. Your action-adventure game has great gameplay, but testers say the combat “feels empty,” even though the mechanics work correctly. What special effects would you add or improve (particle systems, sound cues, screen shake, hit sparks, impact flashes) to make combat feel more responsive and exciting? Explain how each effect enhances player feedback.
4. A small studio wants to build a fighting game with fast movement, detailed 3D characters, dynamic lighting, and physics-driven special effects. They are comparing Unity and Unreal Engine. Analyze which engine is more suitable based on rendering quality, physics capabilities, ease of development, performance, and available tools. Provide a well-reasoned recommendation.