Information Design (Faculty: IT Integrated Design)

Q.No	**Question Physical Puzzle Mechanism:** Using the given materials, build a
1	physical prototype of a puzzle mechanism that could be used in a platformer game. The puzzle should require some action (e.g., turning, sliding, pressing) to solve. **Material Required:** ● Cardboard sheets (A4 size - 3 pieces) ● Craft knife / safety cutter ● Glue stick ● Paper clips (5) ● Rubber bands (2)
2	**Design a main character** for a video game who evolves through three different levels of the game. Sketch the character in three progressive stages, showing how their design and abilities change. Provide a **short description** of the game's genre and how the character's evolution affects gameplay.
3	Create a 6 frame storyboard for an**abstract digital game** concept that involves any or more of the following:afloating object, a moving platform, a timed challenge. Presentin6boxes with notes.