NAME: _____ LOGIN:_____

Quiz 1 will cover the following topics:

- Game Design Principles
- Python
- Pygame
- Event Handling
- Game Development Methodologies
- Sprites

Note: Computer / Video Game History will not be on the quiz!

Sample Questions

A. Describe the importance of a game design document.

B. What does the following code do?

```
def a(b, c, d): pass
```

C. What is the output of the following program?

```
a = [1,2,3,None,(),[],]
print len(a)
```

D. What is the output of the following program?

```
kvps = {"user", "bill", "password", "hillary"}
print kvps['password']
```

E. What is the output of the following program?

```
x = True
y = False
z = False

if x or y and z:
      print "yes"
else:
      print "no"
```

F. What is the difference between tuple and list in Python?

G. What is the output of the following program?

```
laugh = ['Moe', 'Curly', 'Larry', 'Shemp', 'Ted']
laugh = [laugh[2],laugh[4],laugh[1],laugh[3],laugh[0]]
laugh.reverse()
for b in laugh:
        print b.upper()
```

H. Give three reasons why Duke Nukem Forever failed.

I. Explain the importance of prototyping in games. In addition, list two things that are not relevant in prototyping (e.g., what prototying is not).

Answers

A. Memory, communications, identify system limitations, scope tentative project plan and budget

B. Nothing

C. 6

D. Error. Dictionaries in Python must be key-value pairs

E. yes

F. A tuple is immutable (cannot be changed)

G. ['Moe', 'Shemp', 'Curly', 'Ted', 'Larry']

H. Do I have to give the answer to this one?

I. Colors and graphics are not relevant in prototyping. It is important to get the rules and game mechanics right.