

## ANSWERS TO QUIZZES

### CHECK YOUR ANSWERS AND SEE HOW MUCH YOU KNOW ABOUT UNITY...☺

#### Quiz 1

1. The method **OnCollisionEnter2D** is used when a collision has been detected between two sprites. TRUE
2. The script **Camera2DFollow**, can be used so that a camera follows a target. FALSE
3. Physics materials can be used to paint a sprite. FALSE
4. A **ViewPort** can be used to specify where a camera can be added to the scene. FALSE
5. The following code opens the scene called **level1**. FALSE

```
Scenemanager.OpenScene("level1");
```

6. Only one camera at a time can be used for a scene. FALSE
7. When specifying a viewport for a camera, the values usually range between 0 and 100. FALSE
8. It is possible to change the color of a sprite using the component **SpriteRender**. TRUE
9. A new sprite can be created using the **Create** menu available in the **Project** view. TRUE
10. Only square sprites can be created in Unity. FALSE

#### Quiz 2

1. You can duplicate a scene by selecting it in the **Project** view and by then by pressing **CTRL + D**. TRUE
2. If a scene is called **level1**, its duplicate will automatically be renamed **level2** (unless **level2** exists already). TRUE
3. A prefab can be created by selecting an object in the **Hierarchy** and by then pressing **CTRL + P**. FALSE
4. You can create a new button, by selecting **GameObject | Button** from the top menu. FALSE
5. You can create a new button, by selecting **GameObject | Text** from the top menu. FALSE
6. In the **Build-Settings** window, the number to the right of each scene indicates the order in which they would usually appear in the game. TRUE

7. For a scene to be loaded from a script, this scene has to be included in the **Build Settings**. TRUE
8. So that something happens when a button is clicked, a functions needs to be selected using the **Inspector**. TRUE
9. To modify the label of a button, you can change the text object that is a child of this button. TRUE
10. Whenever the first **UI** object of a scene is added to this scene, an object called **canvas** is also created. TRUE

### Quiz 3

1. It is possible to store integers, booleans or strings in the player preferences. TRUE
2. The following code will create a new variable called **score** in the player preferences TRUE

```
PlayerPrefs.SetInt("score",10);
```

3. The following code will read a variable called **score** from the player preferences TRUE

```
int s = PlayerPrefs.ReadInt("score");
```

4. Provided that this code is attached to an object with an **Audio Source** component, it will play its default clip. FALSE

```
GetComponent().Play();
```

5. In Unity, it is possible to play several **Audio Clips** using just one **Audio Source**. TRUE
6. By default, the attribute **Play on Awake** for an **Audio Clip** is set to true. TRUE
7. By default, the attribute **Loop** for an **Audio Clip** is set to true. FALSE
8. The following code, when attached to an object, will ensure that it is not destroyed when the next scene loads. TRUE

```
void Awake()  
{  
    DontDestroyOnLoad(transform.gameObject);  
}
```

9. For a particular script, the function **Start** is called when the script is loaded. TRUE
10. For a particular script, the function **Start** is called only when the game is loaded. FALSE

#### Quiz 4

1. An object can be moved from a script using its transform component. TRUE
2. ~~Time~~~~delta~~**Time** can be used to calculate the delta (difference), in minutes, between two different times. FALSE
3. By default, an object with a **Rigidbody2D** component will fall. TRUE
4. Using the attribute ~~is~~**Kinematic**, it is possible to ensure that gravity is (temporarily) not applied to an object that includes a **Rigidbody2D** component. TRUE
5. To be used as a trigger, an object needs a collider. TRUE
6. When an object is used as a trigger, entering its collider will cause the function ~~OnTriggerEnter~~**2D** to be called. TRUE
7. Triggers only apply to square sprites. FALSE
8. A scene can be duplicated using the shortcut *CRTL + D*. TRUE
9. To copy and paste an object, you can use the shortcut CTRL + D. TRUE
10. To update a prefab, you can select an object based on this prefab, select the **Inspector** window, and click the **Apply** button. TRUE