Ryan Madigan 2017 Autumn Programming Exam Question

Q5(a)(i) Inheritance enables new objects to take on the properties of existing objects. A class that is used as the basis for inheritance is called a superclass. A class that inherits from a superclass is called a subclass or derived class.

(a)(ii) A superclass could have a method for movement which could be used by the Player, NPC’s etc.

e.g Public class Player : Character . The player class is a subclass inheriting from a character class which is more general.

(a)(iii) The monobehavoiur class is the base class from which every Unity script derives.

For example method calls and the transform class e.g start(), update(), awake()

(a)(iv) I wasn’t sure on what to put here

Question : Give 3 examples of where code is typically placed in a unity script, outlining when this code is called.

(a)(v) Game objects can communicate through the use of public variables, through the use of scripts, though collisions. For collisions an explosion would need to find each gameObject within the explosion radius is tell it the damage taken based on it’s distance from the explosion.

(b) Issues that I encountered in the duration of developing the group project would include :

Merge conflicts, sometimes two persons tasks might involve the use of the same script or something for different things which could lead to merge conflicts when attempting to push to the master branch.

Other issues that I encountered were when there were errors in someone elses code. I didn’t want to attempt to make any changes to the other person’s code but it meant I wouldn’t be able to test out anything new I implement until the error’s are dealt with.

I wasn’t sure on what else to say. The question was to discuss the challenges of developing a group project in Unity.