# GAM 475: Game Engine Final Exam

## **Final Exam**

### Due Date:

- Written exam
  - O Due on June 7 by 11:59 pm (midnight)
  - Submit one per PERSON
    - PDF document to individual perforce directories
- PLEASE complete your thought and ideas in the exam
  - Expecting complete answers to each question.
  - Approximately 5-7 pages length expectation.
- Submit your documents to your individual directories in perforce
  - o Please place them up there
    - Please place your \*.pdf document in PERFORCE
- Questions
  - o Please ask questions to clarify any items you don't understand.
  - By NOT asking questions
    - I assume that you understand and are following the procedures correctly.
    - So please ask.

### Questions:

# **Questions:**

Please relate your experiences from this class to the questions. If you can't apply your answer to the given system, relate your answer from another system.

- 1. What lessons did you learn or reinforce about wrapping and abstracting systems?
  - a. Use the file or memory system in your discussion
- 2. What did you like or dislike about test driven development (math system)?
  - a. Comment on your testing for the PCSTree iterators
  - b. Can this be used for every type of development (large or complex)?
- 3. How do you approach a large system, its design and implementation (graphics system)?
  - a. Given a complex system with working (albeit bad) demos.
  - b. Given that a new engineer isn't familiar with API or still understanding and learning the material.
- 4. What were 2 big lessons or experiences that you gained in this ridiculously arduous class (ideas: scheduling, planning, design, implementation, troubleshooting...)?

(These are essays or opinion papers they are not formal papers therefore no citations are expected. The expected exam length is 5 to 7 pages. Don't try to stretch it, give full detailed answers.)