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Started on	Wednesday, 9 June 2021, 9:00 PM
State	Finished
Completed on	Wednesday, 9 June 2021, 9:15 PM
Time taken	15 mins 1 sec
Grade	**7.0** out of 10.0 (**70%**)

Question 1
Incorrect
Mark 0.0 out of 1.0

Type of assets that supports the physical characteristics in collider components such as adding bouncing or friction is

- ○ a. Terrain layer
- ○ b. Physics Material
- ○ c. Avatar Mask
- ◉ d. Material ✖

The correct answer is: Physics Material

Question 2
Correct
Mark 1.0 out of 1.0

To match game frame speed with real time speed we multiply the value by

Select one:
- ○ Time.frames
- ○ Time.timeScale
- ◉ Time.deltaTime ✔
- ○ Time.fixedTime

The correct answer is: Time.deltaTime

Question 3

Incorrect

Mark 0.0 out of 1.0

To Enable physical characteristics on a sprite in 2D Games we need the component

- a. Box Collider
- b. Rigidbody 2D
- c. Rigidbody ✗
- d. Box Collider 2D

The correct answer is: Rigidbody 2D

Question 4

Correct

Mark 1.0 out of 1.0

When Cube passes through Cylinder, while it still inside the function that keep calling is

- a. OnTriggerStay2D
- b. OnTriggerStay ✔
- c. OnCollisionStay
- d. OnCollisionStay2D

The correct answer is: OnTriggerStay

Question 5

Correct

Mark 1.0 out of 1.0

There is a variable called `canJump` and its defualt value is `false` it can only be changed to two when there is no collision between the player object and the plane surface we need to use

- a. OnCollisionExit ✔
- b. OnCollisionExit2D
- c. OnTriggerExit
- d. OnTriggerExit2D

The correct answer is: OnCollisionExit

Question **6**

Incorrect

Mark 0.0 out of 1.0

To add a collider for irregular sprite shape in 2D game we use

Select one:

- ○ Polygon Collider
- ○ Mesh Collider 2D
- ⦿ Mesh Collider   ✖
- ○ Random Collider

The correct answer is: Polygon Collider

Question **7**

Correct

Mark 1.0 out of 1.0

One of the following is the most complex joint in 3D space joints

Select one:

- ○ Fixed joint
- ⦿ Configurable joint   ✔
- ○ Hing joint
- ○ Spring joint

The correct answer is: Configurable joint

Question **8**

Correct

Mark 1.0 out of 1.0

The superclass for all scripts components

Select one:

- ○ Mono
- ○ Object
- ○ Behaviour
- ⦿ MonoBehaviour   ✔

The correct answer is: MonoBehaviour

Question **9**

Correct

Mark 1.0 out of 1.0

Code used to print text or values in the console

- a. Input.Get()
- b. Debug.Log() ✔
- c. Output.Log()
- d. Degug.log()

The correct answer is: Debug.Log()

Question **10**

Correct

Mark 1.0 out of 1.0

An attribute used to make an object heavier than another object

- a. Friction
- b. Drag
- c. Mass ✔
- d. Kinametic

The correct answer is: Mass

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