**Classes Chapter Practical Quiz**

**Question 1: What are the components that any game needs?**

• Game Mode, Game State, Game Controller, HUD, Pawn

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• Game State, Game Controller, HUD, Pawn

• Game Mode, Game Controller

Answer: A.

**Question 2: Which one of the answers Actor has?**

• Scale only

• Position only

• Rotation and Scale only

• Rotation, Scale and Position

Answer: D.

**Question 3: If you have 2 static meshes and the hierarchy is as follows:**

**DefaultSceneRoot**

**-1) Static Mesh 1**

**-- 1.1) Static Mesh 2 (Dropped Inside Static Mesh 1)**

**What is the right connection name for such hierarchy?**

• Root -> Parent -> Child

• Root -> Parent

• Root -> Parent -> Game Object

• Root -> Mesh -> Child

Answer: A.

**Question 4: In which Unreal Engine tab can you plug your custom game mode?**

• Inspector

• World Partition

• Viewport

• World Settings

Answer: D.

**Question 5: How can you control a Pawn object?**

• Via Controller or AI

• Via Environment

• Via Textures

• Via Material

Answer: A.