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Introducing Unreal Engine Quiz 4 (https://learn.unrealengine.com/course/2436620)

/ Assessment Results

Introducing Unreal Engine Quiz 4 was completed by Joshua Nguyen on 07/08/2020 11:05:23 PM .

Attempts		Time Taken
📝 8		🕐 00:00:22

Score (Passmark 100%)

100% - Passed

Correct

During development, you decide you need to add platforms. Where can you easily add platforms to your project?

✅ ⚫ Project Settings

⚪ Editor Preferences

⚪ World Settings

⚪ The Build Dropdown Menu.

Correct

You need to set your project up so a map file is loaded when you launch the editor. Would you modify this in the Project Settings?

✅ ⚫ Yes, that is where the Maps and Modes settings are located.

⚪ No, you would set this in the Editor Preferences.

⚪ Yes, but you can also set this in the Editor Preferences.

⚪ No, this is set on a per-level basis in World Settings.

Correct

Your project has a level for your menu that requires a separate

Your project has a level for your menu that requires a separate Game Mode. Where would you set this Game Mode in the (HTTPS://WWW.UNREALENGINE.COM/BLOG)

editor?

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✅ ⬤ World Settings

⭕ Project Settings

⭕ Modes panel

⭕ Editor Preferences

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