Question 2

Complete   Mark 1.00 out of 1.00

When moving from one scene to another, you notice the second scene is much darker even though it uses the same art and lighting as the scene before it.

How do we make it so that the lighting acts how it should in the scene?

- ⦿ a. Turn off Auto Generate in the lighting settings and manually generate the lights.
- ○ b. Make sure all the lights are turned off before being turned on in the second scene.
- ○ c. Duplicate the lights from the previous scene over to the new one on load up.
- ○ d. Keep all the lights on from the first scene when moving into the second scene.

Question 3

Complete   Mark 1.00 out of 1.00

Why do some developers prefer JSON over PlayerPrefs?

- ○ a. PlayerPrefs was released before JSON, which gives it a bigger following.
- ⦿ b. JSON can be used with more data types and is a more compatible API.
- ○ c. JSON is owned by Unity, so it incorporates a lot of features.
- ○ d. Both are good; it's just a matter of personal preference.

Question 4

Complete   Mark 1.00 out of 1.00

Why would we use a trigger box instead of a collider?

- ○ a. Triggers have different colored boxes.
- ○ b. Triggers and colliders carry out the same task.
- ⦿ c. A trigger can call code when another collider/trigger enters it.
- ○ d. Triggers have more functionality and cost less to run than colliders.

Question 5　　Complete　　Mark 1.00 out of 1.00

While entering some UI details at the bottom of the screen to show your player's lives and what level they are on, you notice you need the text to be a specific size. You can change the text to any size you want, but you also need to accommodate the ratio of the screen.

What's the best way of amending the font to make sure it doesn't appear squashed?

- ○ a. Set Horizontal Overflow to Overflow
- ◉ b. Turn on Best Fit
- ○ c. Decrease Font Size
- ○ d. Set Vertical Overflow to Truncate

Question 6　　Complete　　Mark 1.00 out of 1.00

When ticking the Preserve Aspect checkbox in an Image component, what does this do?

- ◉ a. The image retains its original dimension.
- ○ b. Makes the image match the same aspect ratio as the cameras'.
- ○ c. Has no effect on Image components, only Sprite Renderers.
- ○ d. Sets the aspect of the camera to match the perspective of the image.

Question 7　　Complete　　Mark 1.00 out of 1.00

Which UI component stores a series of UI elements in a row at a fixed distance?

- ○ a. Canvas Group
- ◉ b. Horizontal Layout Group
- ○ c. Vertical Layout Group
- ○ d. Grid Layout Group

Question 8   Complete   Mark 1.00 out of 1.00

If you have a pause screen that can be enabled or disabled, which is the best UI component to switch between the two?

○ a. Slider

○ b. Button

○ c. Scroll Rect

◉ d. Toggle

Question 9   Complete   Mark 1.00 out of 1.00

You have created a game where your player must sneak around and avoid the enemy. In one of the missions, your player has to listen out in the warehouse where the enemy is (listening for footsteps, talking, and so on). What audio property would you add for this game?

○ a. Add an Audio Source that plays music in the background and increase or decrease its volume based on the distance of the closest enemy.

◉ b. Add an Audio Source component to each enemy, set its spatial blend to 3D, and play a sound.

○ c. Use an Audio Mixer Snapshot to add a low pass filter when enemies are nearby.

○ d. Measure the distance between each enemy and the player and play a sound if the distance drops below a certain threshold

Question 10   Complete   Mark 1.00 out of 1.00

Which of the following techniques can help optimize particle performance?

◉ a. Reduce the number and size of particles to reduce the number of pixels on screen that need to be alpha blended.

○ b. Reduce the speed of particles to reduce the number of physics updates that are needed.

○ c. Increase the particle lifetime so that more particles can be reused in memory rather than generating new ones.

○ d. Randomize properties between two curves rather than two constants to reduce the number of random numbers that need to be generated.

Question 11

Complete   Mark 1.00 out of 1.00

You have moved studios yet again and started working on a massive open-world game where your player can walk for miles and miles. Because of the complications of scenes being potentially too big, you have decided to break your scenes up into multiple segments. When it comes to a scene change, your player will be loaded through into the next scene. What function allows us to make a game object move over into another scene?

○ a. CreateScene()

◉ b. MoveGameObjectToScene()

○ c. MergeScenes()

○ d. SetActiveScene()

Question 12

Complete   Mark 1.00 out of 1.00

Which of these tracks can the timeline not add without applying additional coding?

○ a. Playable Track

○ b. Animation Track

○ c. Activation Track

◉ d. Light Control Track

Question 13

Complete   Mark 1.00 out of 1.00

What does LateUpdate do?

○ a. Replaces the standard Update function when frames are overloaded.

◉ b. LateUpdate is the last item in the execution order before rendering.

○ c. LateUpdate takes fewer resources to run, which makes it ideal for mobile platforms.

○ d. An update is only called once on every frame. LateUpdate is called every three frames.