

# Congratulations! You passed!

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## Graded Quiz: Test your Project understanding

LATEST SUBMISSION GRADE

91.66%

1. What is *not* a type of reward in games?

1 / 1 point

- ☒ The HUD
- ☐ Leveling up
- ☐ Getting new pieces of the game's story
- ☐ Scores and badges



**Correct**

That's right! The HUD is not a reward, but a feedback tool that might include information about rewards.

2. What elements of good game design can a HUD support?

1 / 1 point

- ☐ audience acknowledgment and rules
- ☐ rewards and fair game play
- ☒ rewards and rules
- ☐ audience acknowledgment and scores



**Correct**

That's right! The HUD might contain information about game rules or player guidance related to rules, as well as score, level, or other reward information.

3. If the player uses an unrecognized command and the game responds with a reminder of accepted commands, which element of good game design would this reminder align with?

1 / 1 point

- ☐ rewards
- ☒ rules
- ☐ eustress
- ☐ audience



**Correct**

That's right! Gameplay rules, including guidance on accepted keystrokes, is accomplished with such a reminder.

4. What is the result of this code snippet:

1 / 1 point

```
1 surface = pygame.Surface((500, 500)).convert_alpha()
2 surface.fill((165, 42, 42, 128))
```

- ☐ An error -- the fill() function takes only 3 parameters for the RGB value of the fill color
- ☐ Creates a 500px by 500px surface with a brown diagonal gradient
- ☒ Creates a transparent brown surface of 500px by 500px
- ☐ Creates a floating 500px by 500px surface filled with brown



**Correct**

That's right! Using convert\_alpha on a surface, and then using fill with an RGB and alpha results in a transparent overlay. In this case, it should be just about 50% transparent.

5. What is the challenge with fairness in game design?

0 / 1 point

- ☒ The game has to break the game rules for the player to be literally fair
- ☐ The game has to feel fair and still be literally fair
- ☐ The game shouldn't necessarily be literally fair

- ☐ The game's fairness has to depend on each player's individual skill level



**Incorrect**

Not quite. Be sure to review Task 4 to learn more about fairness.

6. What is deterministic AI?

1 / 1 point

- ☒ Predictable and static
- ☐ Unpredictable and static
- ☐ Unpredictable and unstable
- ☐ Predictable and unstable



**Correct**

That's right! Deterministic AI means we can always calculate what an NPC is doing at any particular moment, and its movement is static.

7. What does stochastic mean?

1 / 1 point

- ☐ Deterministic
- ☒ Random
- ☐ Predictable
- ☐ Static



**Correct**

That's right! The value passed to tick() determines the frame rate and will create the necessary delay in the game loop.

8. What is the result of a non-deterministic AI?

1 / 1 point

- ☐ Game movement is predictable
- ☐ Game progression is predictable

- ☒ NPC's, obstacles, and/or environmental factors are random
- ☐ The player's decisions create random levels



**Correct**

That's right! Non-deterministic AI means random changes in state for anything the AI is managing in the game.

9. What significance does the target audience have in game design?

1 / 1 point

- ☒ Knowing the target audience underpins all design decisions
- ☐ Knowing the target audience is essential for appropriate packaging
- ☐ The target audience is not a significant consideration in game design
- ☐ The target audience determines what language to use to convey rules



**Correct**

That's right! The target audience for the game will not find a game entertaining if the design decisions did not account for their expectations, desires, and needs.

10. What command must be used when invoking cx\_Freeze in order to create a build directory with a program executable?

1 / 1 point

- ☐ package
- ☒ build
- ☐ create
- ☐ setup



**Correct**

That's right! The "build" option on the command line will build an executable.

11. What command must be used when invoking cx\_Freeze in order to create a distribution directory with a Windows installer?

1 / 1 point

- ☐ build\_msi
- ☐ setup\_msi
- ☒ bdist\_msi
- ☐ dist\_msi



**Correct**

That's right! Using bdist\_msi when running the cx\_Freeze setup script will create a distribution directory that includes a Windows installer.

12. When creating a setup file to build your PyGame project with cx\_Freeze, which is necessary to properly build the executable including a file called spritesheet.bmp?

1 / 1 point

- ☒ options={"build\_exe": {"packages": ["pygame"], "include\_files": ["spritesheet.bmp"]}}
- ☐ options={"build\_exe": {"pygame", "include\_files": ["spritesheet"]}}
- ☐ options={"build\_exe": {"packages": ["pygame"], "include\_files": ["/bmp"]}}
- ☐ options={"build\_exe": {"pygame", "include\_files": ["/bmp"]}}



**Correct**

That's right! This line will include PyGame when building and will pull the spritesheet.bmp file, as well.