

Game Development BCN - Final Examination - January 18th 2017

YOUR FULL NAME:

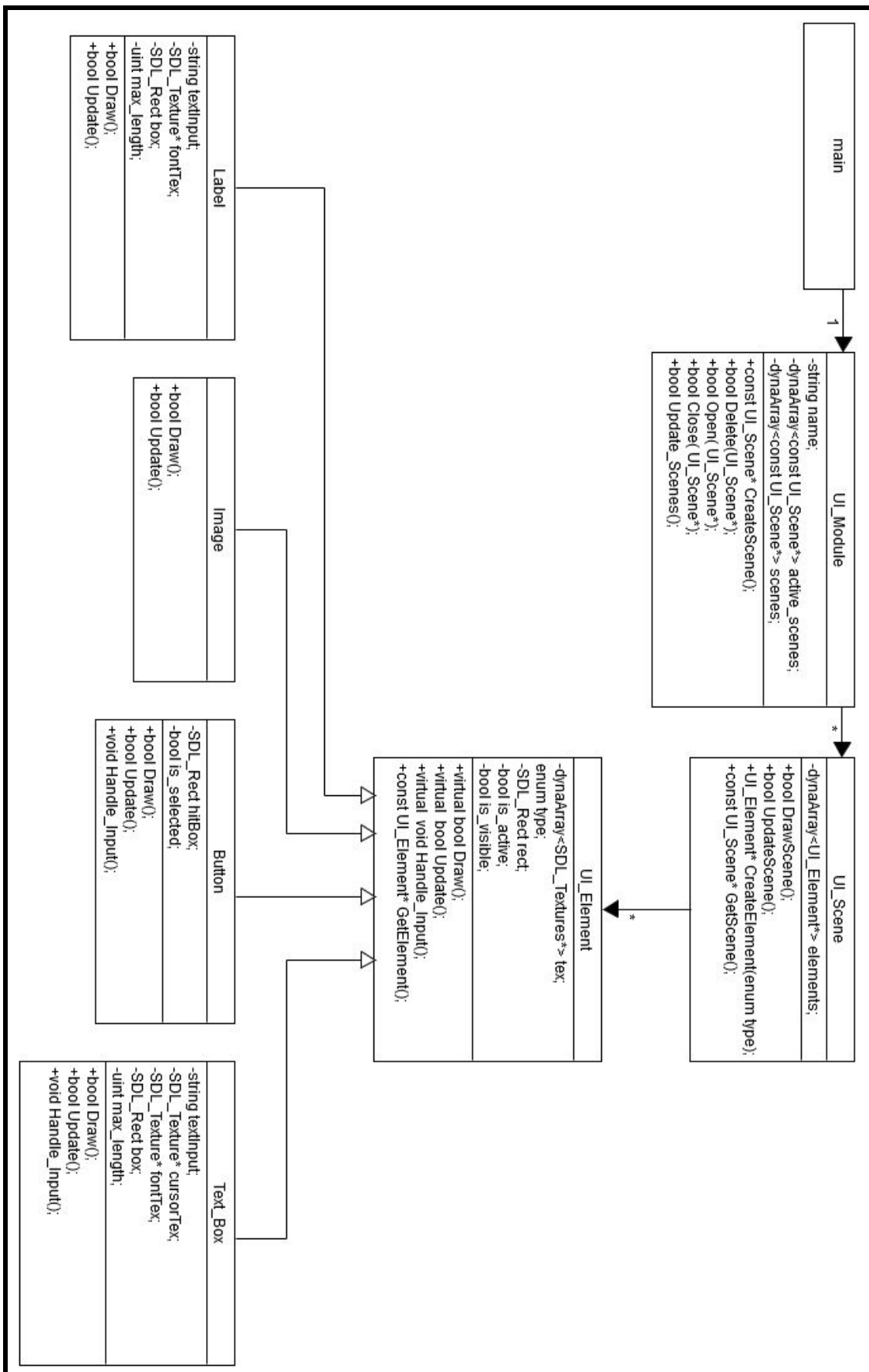
- You have 2 hours to complete the assignment.
- Only valid text will be the one inside each box, everything else will be ignored by the teacher

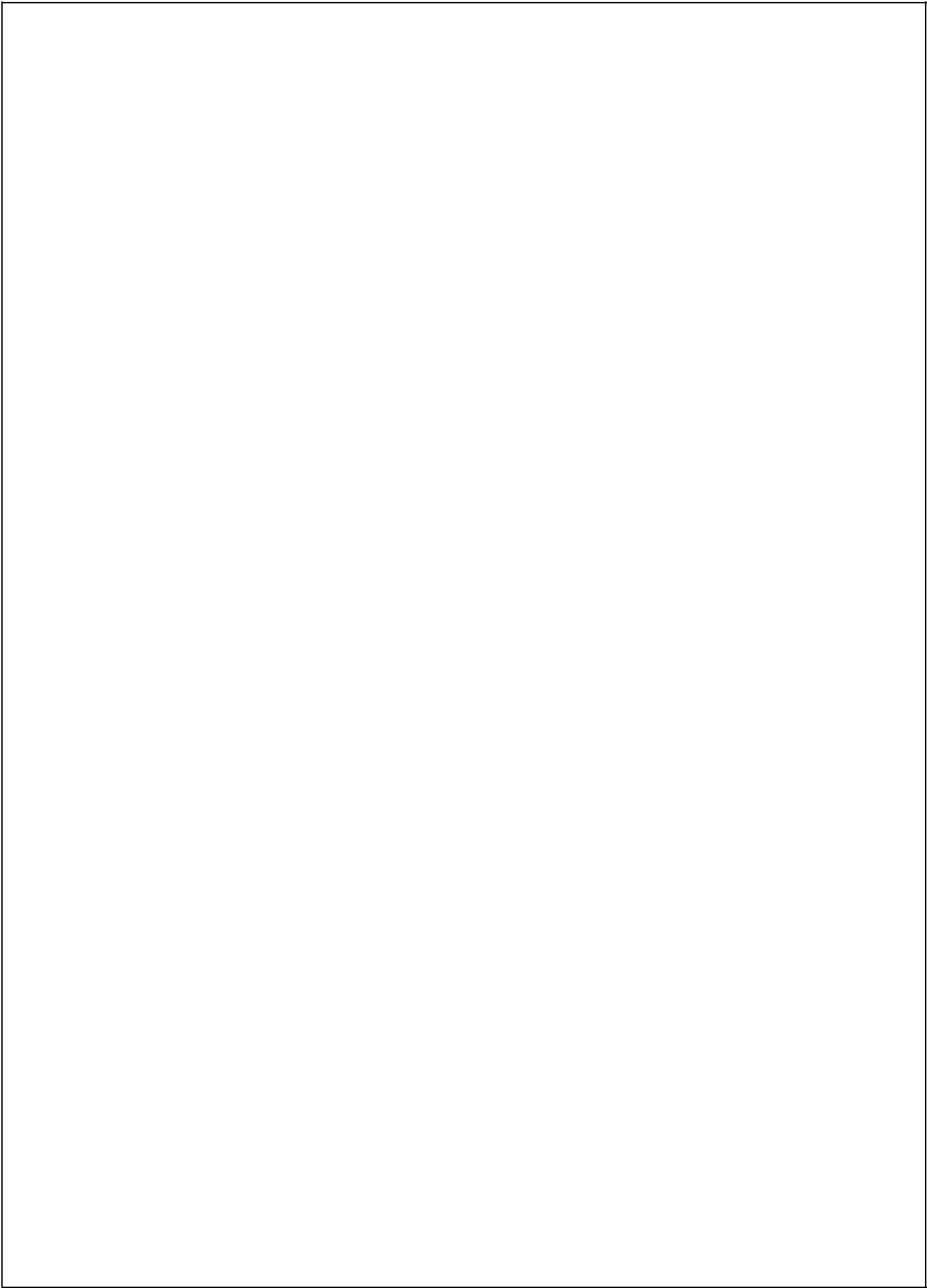
1. **(2 points)** Describe the visual artifact called “**tearing**”. In which circumstances it will happen ? Name (and explain the use) the technologies in place that we can use to avoid this artifact.

2. (2 points) Come up with an XML structure that would define the game entities seen in this screenshot. The XML should define **both** their properties and their current situation. Avoid property repetition as much as possible: all information should be unique in the file.

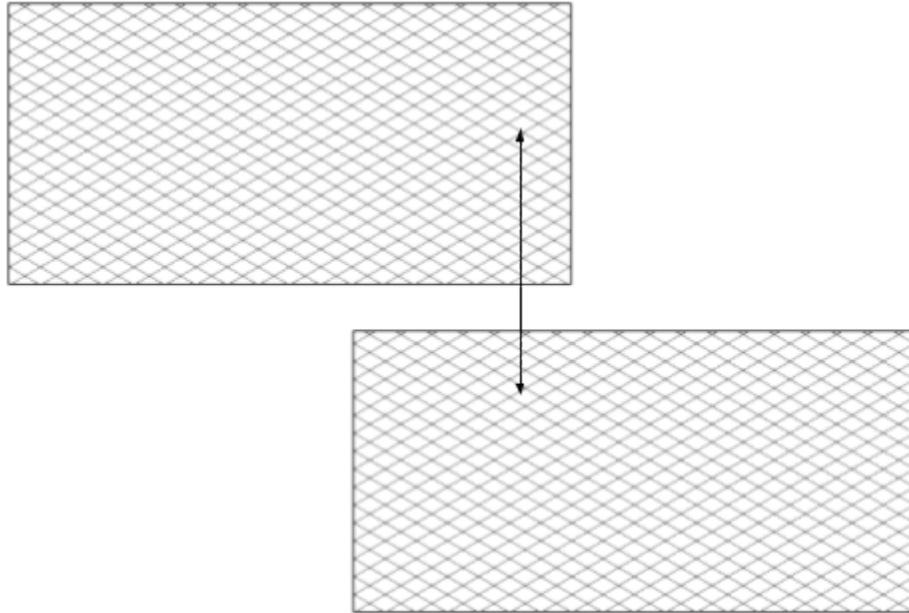


3. **(3 points)** Check the provided UML for a graphical user interface. Make a list what you would improve in three categories: critical, important and optional. Do **not** create a new UML, focus on improving on this one.





4. **(3 points)** Adapt the A* algorithm for it to accept two floors. Those two floors are connected by a elevator in a well known position of the map. Explain your reasoning behind your decisions.



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