This Test has 61 attempts. For information on editing questions, click **More Help** below.

Test Canvas: Quiz 1

Question Settings

You can edit, delete, or change the point values of test questions on this page. If necessary, test attempts will be regraded after you submit your changes.

Description	
Instructions	
Total Questions	14
Total Points	20
Number of Attempts	61

Select: All None Select by Type: - Question Type -

Delete and Regrade Points Update and Regrade Hide Question Details

1. True/False: Any rules, carried to the extrem...

Points: 1

Question	Any rules, carried to the extremes, can be non functional.
Answer	True False

2. True/False: Computer-controlled opponents should ...

Points: 1

Question	Computer-controlled opponents should always take advantage of information that would not be available to a human player in the same position to challenge the these players and push them to play better.

Answer	True
	✓ False

Points: 2

3. Multiple Choice: Select the description that match RPG...

Question	Select the description that match RPG-game genre **best**.
Answer	✓ Players are allowed to micro-manage their game characters, which gain increasing skills, abilities, experience points, other manageable items as the game progresses.
	Players are allowed to participate in their favorite sport vicariously, with accurate reproduction of the rules and strategies of the sport.
	Players are supposed to manage a limited set of resources to reach a predetermined goal within a limited period of time
	Players can emulate real-world operating conditions of complicated machinery

Points: 1

4. Multiple Choice: Why is it important to provide a ...

Question	Why is it important to provide a clear short-term goal to players? Select the **best** option.
Answer	To prevent computers from looking "too smart" and hence making the game unfair to the players
	To ensure that players have sufficient emotional investment in the game and stay interested in the storyline offered
	✓ To avoid frustration of uncertainty and give players confidence that they are making forward progress
	It is not important at all

Points: 2

5. Matching: Match each type of rules with its bes...

Question	Match each type of rules with its best description

Answer

Match	Question Items	Answer Items
A. -	A. Basic/Meta	A. must-have rules
B. -	B. Feedback	B. clear hints and indications on the game progress
C. -	C. Psychological	C. to keep things interesting and balanced
D. -	D. Extra	D. otherrules that are not crucial to the main gameplay but can be a positive addition of fun

Points: 1

6. True/False: In Unity, FixedUpdate() is calle...

Question	In Unity, FixedUpdate() is called before Update().

Answer

- ✓ True
- False

Points: 1

7. True/False: In C#, you can inherit multiple ...

Question	In C#, you can inherit multiple parent classes, so for example the following will compile successfully: `public class Coin : Consumable, MonoBehaviour`

Answer

- True
- ✓ False

Points: 1

8. Multiple Choice: What is the purpose of setting the "S...

Question	What is the purpose of setting the "Sorting Layer" in SpriteRenderer component?

Answer

- ✓ To determine which sprite should be rendered in front of other sprites that exists at same location
- To create multiple GameObject duplicates in the scene

To determine the position of a GameObject's SpriteRenderer component

To update the Animation of the sprite smoothly

Points: 2

9. Multiple Choice: If a script called Controller.cs is a...

Question	If a script called Controller.cs is attached to GameObject1 and GameObject2 as a component in a scene, only one instance of Controller class will be created when the game is run.
Answer	Yes, each script is only instantiated once regardless of how many GameObjects has it as a component
	No, you cannot attach the same script as component to multiple GameObject. Each GameObject must have different scripts.
	✓ No, there's always one instance per component by default unless there's explicit instruction to destroy this' components if the other already exists.

Points: 2

10. Multiple Choice: Recall the method FixedUpdate() in Ca...

Question

Recall the method FixedUpdate() in CameraController.cs:

```
// LateUpdate is called after Update each frame
void LateUpdate ()
{
    // Set the position of the camera's transform to be the same as the player's, but offset by the calculated offset distance.
    transform.position = player.transform.position + offset;
}
```

"offset" is a Vector2D that points from _____.

Answer

✓ Player to Camera

Camera to Player

Either Camera to Player or Player to Camera will both work properly without any other modifications

Origin to Camera

Points: 1

11. Multiple Choice: Consider a student who did Part 1&nbs...

Question	Consider a student who did Part 1 lab, and is able to move the UFO around successfully. Upon hitting the jewels pickup however, the player and the pickup collides and both bounced around the screen until they're back at rest. Nothing else happens. What's supposed to happen was that the UFO collides with the Jewel pickup and the pickup disappears. What is likely the cause of this bug? Choose the best answer.
Answer	The Player didn't have a RigidBody2D component
	✓ The IsTrigger parameter of CircleCollider2D in the pickup prefab is not ticked
	The pickup prefab didn't have a RigidBody2D component
	The Pickup Prefab didn't have a CircleCollider2D component

Points: 2

12. Multiple Choice: Let's say we have 3 GameObjects ...

Question	Let's say we have 3 GameObjects in the scene: Sphere, Object1 and Object2. The color of the Sphere is originally White, set in the inspector's Material component. Object1 has a script that set the Sphere's color to red in Start(). Object2 has a script that set the Sphere's color to blue in Start(). When the program is run, what color will the Sphere be?
Answer	Red
	blue

purple

either red or blue

white

It will flicker and change color very rapidly between white, red, and blue

13. **Multiple Answer: Select all valid traits of Action gam...** Points: 2

Question	Select all valid traits of Action games such as Battlefield, Call of Duty, and Counter Strike
Answer	Has relatively very simple user interface, with little or no learning curve
	Calls for snap judgments and quick reflexes
	There's no real goal or winning condiition
	Not happening in real-time, i.e: players can take as much time between turns
	Real-time games where players must react quickly to what's happening on the screen

14. **True/False: Rule #51&#50: "A game should...** Points: 1

Question	Rule #512: "A game should be made as simple as possible, but no simpler" means that a game should not impose any kind of challenge to the players,
Answer	True
	False

Select: All None Select by Type: - Question Type -

Delete and Regrade | Points [ ] Update and Regrade | Hide Question Details

← OK

This Test has 57 attempts. For information on editing questions, click **More Help** below.

Test Canvas: Quiz 2

Question Settings

You can edit, delete, or change the point values of test questions on this page. If necessary, test attempts will be regraded after you submit your changes.

Description	
Instructions	
Total Questions	12
Total Points	20
Number of Attempts	57

Select: All None Select by Type: - Question Type -

Delete and Regrade Points Update and Regrade Hide Question Details

1. Matching: Match each of the formal elements of ...

Points: 4

Question Match each of the formal elements of a game with its definition.

Answer

Match	Question Items	Answer Items
A. -	A. Outcome	A. Clear, measurable quantities at the end of the game to offer carthasis.
B. -	B. Resources	B. Game objects that bear values for players in reaching their individual objectives
C. -	C. Rules	C.

		The authority of the game world that only applies within that game world, and they form the exact objects and concepts of the game.
D. -	D. Objectives	D. Game goals that serve as motivation for players to engage in a gameplay
E. -	E. Players	E. Voluntary, active participants in the gaming activity
F. -	F. Procedures	F. Actions or method of play allowed by the game rules
G. -	G. Conflict	G. Any situation, procedure, or rules in game that prevent players from achieving their goals
H. -	H. Boundaries	H. Anything that separates the game from everything that is not part of the game.

2. True/False: Not all games have a simple measurabl...

Points: 1

Question	Not all games have a simple measurable outcome or winner.
Answer	✓ True False

3. Multiple Choice: There are three types of conflicts th...

Points: 2

Question	There are three types of conflicts that we learned in class: obstacles, opponents, and dilemmas. Which of the following scenario best represents the presence of **obstacles** in DotA2?
Answer	Enduring verbal abuse from toxic teammates Picking heroes to use at the beginning of the game that counters the opposing team ✓ Having to go around another path when Eartshaker casts *Fissure* (Slams the ground with a mighty totem, creating an impassable ridge of stone while stunning and damaging enemy units along its line) Choosing between pushing a lane or killing Roshan after winning an ambush

Points: 1

4. Multiple Choice: Game mechanics is the:

Question	*Game mechanics* is the:
Answer	Formal elements of a game
	Tutorial on how to operate and play the game
	Combination of genres in a game
	✓ Action of play of the game

Points: 2

5. Multiple Choice: If a game requires us to perform ment...

Question	If a game requires us to perform mental calculations about basic kinematics, such as to predict jump or swing distance, rotational forces, and inertia, which of the following game mechanics do these actions fall under? Choose the best category.
Answer	Reflex
	✓ Measurement
	Timing
	Strategy
	Precision and Accuracy
	Management
	Tactical Choice
	Puzzle

Points: 1

6. Fill in Multiple Blanks: There are two types of meaningful pla...

Question	There are two types of meaningful play: [A] and [B] (fill each blank with a single word only)	
Evaluation Method	**Answers for: A**	**Case Sensitivity**
Exact Match	descriptive	
Exact Match	evaluative	
Evaluation Method	**Answers for: B**	**Case Sensitivity**
Exact Match	evaluative	
Exact Match	descriptive	

Points: 2

7. Multiple Answer: Given the following delegate: ...

Question

Given the following delegate:

```
public delegate void ActionHit(int index, float damage);

public ActionHit action_hit;
```

Which of the following methods can be assigned to this delegate? **Select all that apply.**

Answer

✓
```
public void method1(int index, float damage, int cost = 0){
// some code here
}
```

```
public int method2(int index, float damage){
// some code here
}
```

✓
```
public void method3(int index, float damage){
// some code here
}
```

```
public void method4(void){

// some code here

}
```

8. Multiple Answer: Why is it useful to use Events in cer...

Points: 2

Question	Why is it useful to use Events in certain applications rather than using basic delegates? In other words, select options that showcase *benefits* of using events and the options that showcase the feature of Events that basic delegates do not have.
Answer	Events allow multiple handlers (methods) to subscribe and unsubscribe to it.
	✓ Events allow protection, meaning that only the class that declare this Event can invoke / cast the handlers (methods) subscribed to the event.
	Events allow for multicast, meaning that if theres >1 handler (method) subscribed to it, invoking the event will invoke all the handlers (methods).
	There's absolutely no difference between using Events and using basic delegates. They mean the exact same thing.

9. Multiple Answer: Select all the CORRECT stat...

Points: 2

Question	Select all the **CORRECT** statements about using Interface and Polymorphism in C# thats taught to you in class.
Answer	✓ Classes can implement multiple interfaces

Implementing an Interface allows others to get this `Interface` as component later on after instantiation, e.g: a script attached to cubeGameObject and declared as:

```
public class Cube : MonoBehavior, CubeInterface
```

allows one to do:

```
CubeInterface c
= cubeGameObject.GetComponent<CubeInterface>();
```

and access CubeInterface's methods implemented.

A class that implements an interface DOES NOT HAVE TO implement all methods declared in the interface.

Classes can inherit many other classes and multiple interfaces

10. True/False: Animation Events can be used to call ... Points: 1

Question	Animation Events can be used to call functions in the Object's script at specified points in the timeline.
Answer	✓ True False

11. True/False: Each Animator must only have one anim... Points: 1

Question	Each Animator must only have one animation clip. You must create one animator per clip.
Answer	True ✓ False

12. Multiple Answer: Select all possible datatypes th... Points: 1

Question	Select all possible datatypes that can be used to create Parameters in the Animator.
Answer	MonoBehaviour StateMachineBehaviour

- Int
- Float
- Bool
- Trigger
- Double

Select: All None | Select by Type: - Question Type -

Delete and Regrade | Points [ ] Update and Regrade | Hide Question Details

← OK

This Test has 63 attempts. For information on editing questions, click **More Help** below.

Test Canvas: Quiz 3

Question Settings

You can edit, delete, or change the point values of test questions on this page. If necessary, test attempts will be regraded after you submit your changes.

Description	
Instructions	
Total Questions	12
Total Points	20
Number of Attempts	63

Select: All None Select by Type: - Question Type -

Delete and Regrade Points Update and Regrade Hide Question Details

1. True/False: Rules are tips and tricks on how to a...

Points: 2

Question	Rules are tips and tricks on how to absolutely win the game
Answer	True False

2. Multiple Choice: Which of the following is not&nb...

Points: 2

Question	Which of the following is **not** the general characteristics of game rules?
Answer	Rules are fixed

✓	Rules are ambiguous
	Rules are binding
	Rules limit player action
	Rules are repeatable

Points: 2

3. Fill in the Blank: _____ rules are those that are co...

Question	_____ rules are those that are concerned with external events -- that is events relating to the representation of a choice.

Evaluation Method	Answer	Case Sensitivity
Exact Match	operational	

Points: 1

4. Multiple Choice: In class we have learned some termino...

Question	In class we have learned some terminologies on the types of players. Players who fall under the category of casual players, who are usually honest and play the games as it was designed to be played is also called:

Answer	Dedicated players
	Unsportsmanlike players
	Spoilsport players
✓	Standard players
	Cheat players

5. Multiple Choice: Which of the player types below, ...

Points: 1

Question	Which of the player types below, which does not adhere to any rules and does not attempt to conceal the fact that they are breaking the rules, such as it is impossible to play with such player in a multiplayer environment?
Answer	✓ Spoilsport player
	Cheat players
	Unsportsmanlike player
	Dedicated players
	Standard players

6. Multiple Choice: Recall that in the case of "My&n...

Points: 2

Question	Recall that in the case of "My Starbucks Rewards", everytime members purchase a Starbucks product, they accumulate stars. Visits to the store is tracked using a level system and depending on their levels, they can unlock different tiers of perks: free coffee, birthday gift, etc. The major source of motivation (core drive) in this scenario is therefore: (choose the **best option**):
Answer	✓ Development and Accomplisment
	Epic Meaning
	Avoidance
	Social Influence

7. True/False: We can define the type of players who...

Points: 1

Question	We can define the type of players who are addicted to the act of **accumulating** "wealth" (virtual gold / currencies / all kinds of items, etc) in a video game as those who are mainly driven by the core drive "Scarcity and Impatience".
Answer	True

False

8. Multiple Answer: The difference(s) between l...

Points: 2

Question	The **difference(s)** between left-brain and right-brain core drives are: (select ALL that apply, a wrongly selected answer will result in **penalty**. Min score for the question is 0)
Answer	✓ Right brain core drives are more related to creativity and self expression, while left brain core drives are more associated to logic and ownership
	Left brain core drives are also known as black hat motivators, and right brain core drives are also known as white hat motivators
	Left brain core drives contain intrinsic motivators, while right brain core drives contain extrinsic motivators
	Both groups of core drives contain **avoidance**, as their shared -- common core drive

9. Multiple Choice: What is the purpose of creating an Ob...

Points: 2

Question	What is the purpose of creating an Object Pooler? Select the best answer.
Answer	To make it easier to pre-compute the physics interaction at runtime before actually showing the visibility of the objects to the user
	✓ To allow us to reuse GameObjects and prevent us from destroying and instantiating too many objects at runtime as that's resource intensive
	To allow different cameras to show different parts of the game independently and make debugging easier
	To assist us in rotating the objects on the scene easily without running to a gimbal lock problem

10. True/False: Objects that are placed outside of th...

Points: 1

Question	Objects that are placed outside of the Camera's view frustum will not be visible in the Game window.
Answer	✓ True False

11. **True/False: In Part 4, both Player and Pickup Gam...** Points: 2

Question	In Part 4, both Player and Pickup GameObject has a Collider component. Moreover, Player has a RigidBody component and IsTrigger is **enabled** inthe Pickup's Collider. Assume that both Player and Pickup gameobject each has a script that implements OnTriggerEnter. Upon collision, the method OnTriggerEnter is called **on both scripts**.
Answer	✓ True False

12. **Multiple Answer: Which of the following descriptions m...** Points: 2

Question	Which of the following descriptions matches "**degenerate strategies**"? Select all that applies. Selecting wrong answer will result in penalty. Min score for the question: 0
Answer	✓ A strategy whereby players take advantage of a (unintended) weakness in the game design ✓ A strategy that put certainties on the outcome of the game A strategy to participate in the easter eggs (hidden secrets) in the game A strategy that involves usage of cheat codes

Select: All None Select by Type: - Question Type -

Delete and Regrade Points Update and Regrade Hide Question Details

← OK

This Test has 62 attempts. For information on editing questions, click **More Help** below.

Test Canvas: Quiz 4

Question Settings

You can edit, delete, or change the point values of test questions on this page. If necessary, test attempts will be regraded after you submit your changes.

Description	
Instructions	
Total Questions	13
Total Points	20
Number of Attempts	62

Select: All None Select by Type: - Question Type -

Delete and Regrade Points Update and Regrade Hide Question Details

1. Matching: Match the game principle on the left ...

Points: 2

Question Match the game principle on the left with its **best** definition on the right. There will be answers left unmatched. A wrongly matched answer will result in penalty. Minimum score for this question is 0.

Answer

Match	Question Items	Answer Items
A. -	A. Player Empathy	A. Developing the ability of putting yourself in the player's shoes and anticipating the player's reaction to each element of the game
B. -	B. Feedback	B.

Giving the player discernible outcome for every possible action made

C.
Holding the player's attention constantly throughout the game to give an enjoyable experience

D. Making a game easy to learn but difficult to master

Points: 2

2. Multiple Choice: There are three kinds of asymmetry in...

Question	There are three kinds of asymmetry in games in general that we learned in class. They are:
Answer	✓ Asymmetric abilities, asymmetric goals, and asymmetric information or resources distribution
	Asymmetric scoring system, asymmetric resources, and asymmetric monster distribution
	Asymmetric player experience, asymmetric goals, and asymmetric gold
	Asymmetric goals, asymmetric views, and asymmetric player levels

Points: 1

3. True/False: Game designer's purpose is to defeat ...

Question	Game designer's purpose is to defeat the player and make sure that the game is as challenging as possible, and players need at least a dozen try to get into the next stage to stretch playing hours.
Answer	True
	✓ False

Points: 1.5

4. Multiple Answer: Select the best 3 key aspects&nb...

Question	Select the best **3 key aspects** from the choices below that you need to pay extra attention to when designing Action Games. Wrongly selected options will result in penalty. The minimum score for this question is 0.
Answer	✓ Selection of point of view

- ✓ Level design
- ✓ Weapon selection and design
- Learning objectives and syllabus
- Puzzle or riddles design
- Addition of easter eggs in the game

☐ 5. **True/False: Moment to moment experience involves ...** Points: 1

Question	Moment to moment experience involves ensuring that players need to "travel" far distances (in game), or wait considerably longer before providing them with the next thing to do.
Answer	True ✓ False

☐ 6. **Multiple Answer: What are the characteristics of the "...** Points: 2

Question	What are the characteristics of the "middle" part of storytelling structure? Select **two** that applies **best**. Wrongly selected answer will result in penalty. Minimum score for this question is 0.
Answer	✓ Filling in with backstory in a gradual manner Providing resolution to the long-term goal of the game ✓ Giving long-term and short-term goals to the player to capture their attention constantly Providing hints and guidance as tutorial to the player

☐ Points: 1.5

7. Multiple Choice: One assumption that we can make when ...

Question	One assumption that we can make when designing a game is to assume that players are generally *intelligent*. What does it mean by being "intelligent"?
Answer	✓ Players will make a rational decision to maximise their rewards and minimise opponent's rewards
	Players will make a rational decision to minimise their rewards and maximise opponent's rewards
	Players will be smart enough to figure out any kinds of challenges that are presented in the game without guidance
	Players generally have high IQ to solve difficult puzzles

8. Multiple Choice: What is the best definition for "opti...

Points: 1

Question	What is the best definition for "optimal solution" or "dominant strategy"? Select the **best explanation.**
Answer	✓ A strategy that always (absolutely) results in the same outcome: that is winning the game.
	A strategy that will give the player a high probability of winning the game
	A strategy that allows the player to level up easily in the game
	A strategy that always results in the player losing the game or not meeting the objectives of the game

9. True/False: You can have more than 1 camera in th...

Points: 1

Question	You can have more than 1 camera in the scene, but you can *only view the output from 1 camera **at a time**.* Viewing the output of another camera will disable the current camera in the scene.

Answer	True
	✓ False

Points: 2

10. Multiple Answer: Take a look at the code below and tic...

Question

Take a look at the code below and tick all statements that are **true**:

```
    private void OnTriggerEnter(Collider other)
    {
        if (other.gameObject.CompareTag("Destroyable") &&
!gameOver)
        {
            if (!isCrouched)
            {
                deathTasks();
            }
            else
            {
                playerAudio.PlayOneShot(explodeSound);
                Debug.Log("Explode sound!");
            }
        }
    }
```

Selecting wrong answers will result in penalty. Minimum score for this question is 0.

Answer

- ✓ The method is called if this GameObject's collider is colliding with another GameObject whose collider's *IsTrigger* property is **enabled**.
- ✓ explodeSound is an AudioClip datatype that is played only once if the conditions are met.
- explodeSound is an AudioClip datatype that is played on a loop if the conditions are met.
- The method is called if this GameObject's collider is colliding with another GameObject whose RigidBody's *IsTrigger* property is **enabled**.

Points: 1

11. True/False: We cannot have more than 1 parameter ...

Question

	We cannot have more than 1 parameter of the same type as Animation Parameter
Answer	True ✓ False

Points: 2

12. Multiple Choice: Select the best description for "Para...

Question	Select the **best** description for "Parallax Scrolling".
Answer	✓ A technique of moving layers of background at a different speed to give a 2D background a sense of "depth". A technique of creating photorealistic 3D models to give the player more sense of immersion A technique of using multiple cameras to view the players character so that we have a wider field of view A technique of reusing objects in the scene instead of repeatedly instantiating and destroying them at runtime

Points: 2

13. True/False: In Part 6 of our lab, our character's...

Question	In Part 6 of our lab, our character's animator has several layers such as "Movement", "Head", "Death", etc. Each layer is a *state machine*, having default state and transitions depending on various parameters. State whether the following is true: Only one layer of the animator is **active** at a time, meaning that we **cannot** be in the Crouch_Idle state of Crouch layer, and Run_Static state of Movement layer **at the same time.**
Answer	True ✓ False

Select: All None Select by Type: - Question Type -

Delete and Regrade | Points | Update and Regrade | Hide Question Details

← OK

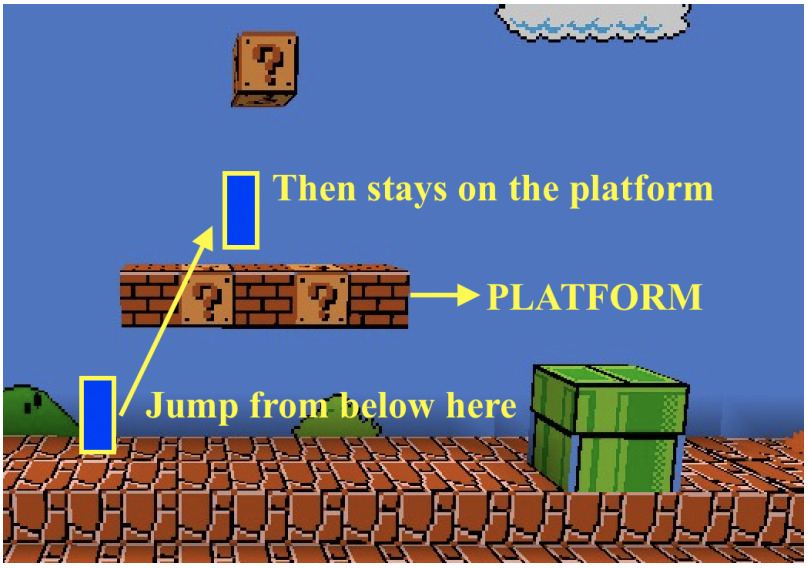
Review Test Submission: Quiz 5

User	Ashlyn Goh Er Xuan .
Course	2020 ISTD - 50.033 : Foundations of Game Design and Development
Test	Quiz 5
Started	6/22/20 1:32 PM
Submitted	6/22/20 1:41 PM
Due Date	6/22/20 1:42 PM
Status	Completed
Attempt Score	20 out of 20 points
Time Elapsed	9 minutes out of 10 minutes
Results Displayed	All Answers, Submitted Answers, Correct Answers

Question 1

2 out of 2 points

Consider a Platform gameobject labeled, which is simply a Sprite with EdgeCollider2D added and aligned at the top of the platform. Which of the following Component(s) (and setting) must be added to the Platform such that it will allow the character (the blue box) to jump from below and stays on the platform once the character is above the platform?



Selected Answer: EdgeCollider2D with setting: UsedByEffector **enabled**, isTrigger **disabled**, and PlatformEffector2D **added** (assuming with the right orientation) with OneWay property **enabled**.

Answers:

EdgeCollider2D with setting: UsedByEffector **enabled**, isTrigger **enabled**, and PlatformEffector2D **added** (assuming with the right orientation) with OneWay property **enabled**.

EdgeCollider2D with setting: UsedByEffector **enabled**, isTrigger **enabled**, and PointEffector2D **added** (assuming with the right orientation) with OneWay property **disabled**.

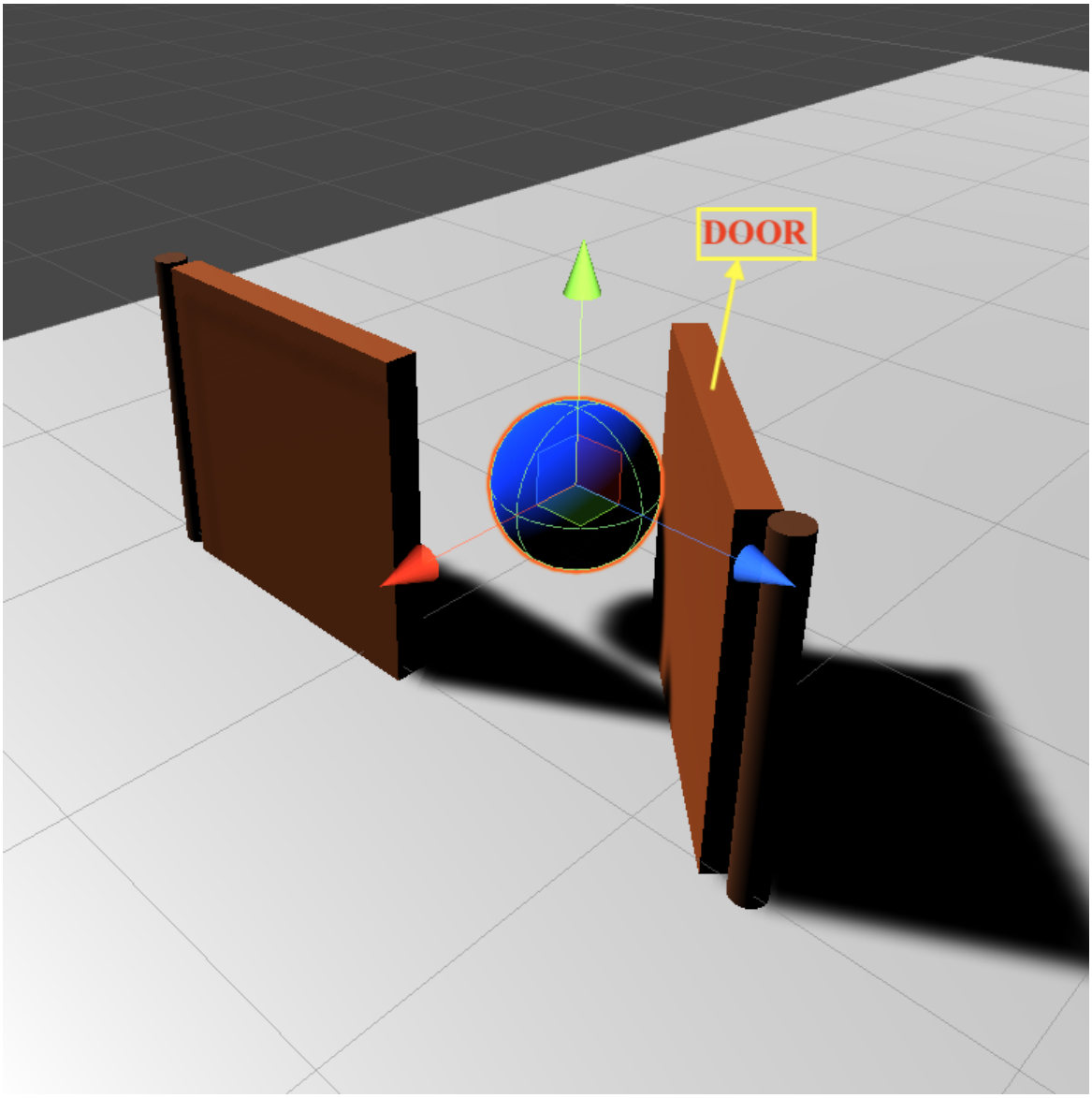
EdgeCollider2D with some bouncy material **added,** and PlatformEffector2D **added** (assuming with the right orientation) **without further modification.**

EdgeCollider2D with setting: UsedByEffector **enabled**, isTrigger **disabled**, and PlatformEffector2D **added** (assuming with the right orientation) with OneWay property **enabled**.

Question 2

1.5 out of 1.5 points

Take a look at the following sample scene. The idea is to let the ball (when moved along the red axis) pass through the "door". The door will swing towards an appropriate direction as the ball is passed through it. The door (labeled) itself is a GameObject (simple modified Cube). What components must be added to the door have in order to behave this way? Select all that applies that directly affect this behavior. Wrongly selected components, i.e: extra components that don't affect this behavior will result in penalty. Minimum grade for this question is 0.



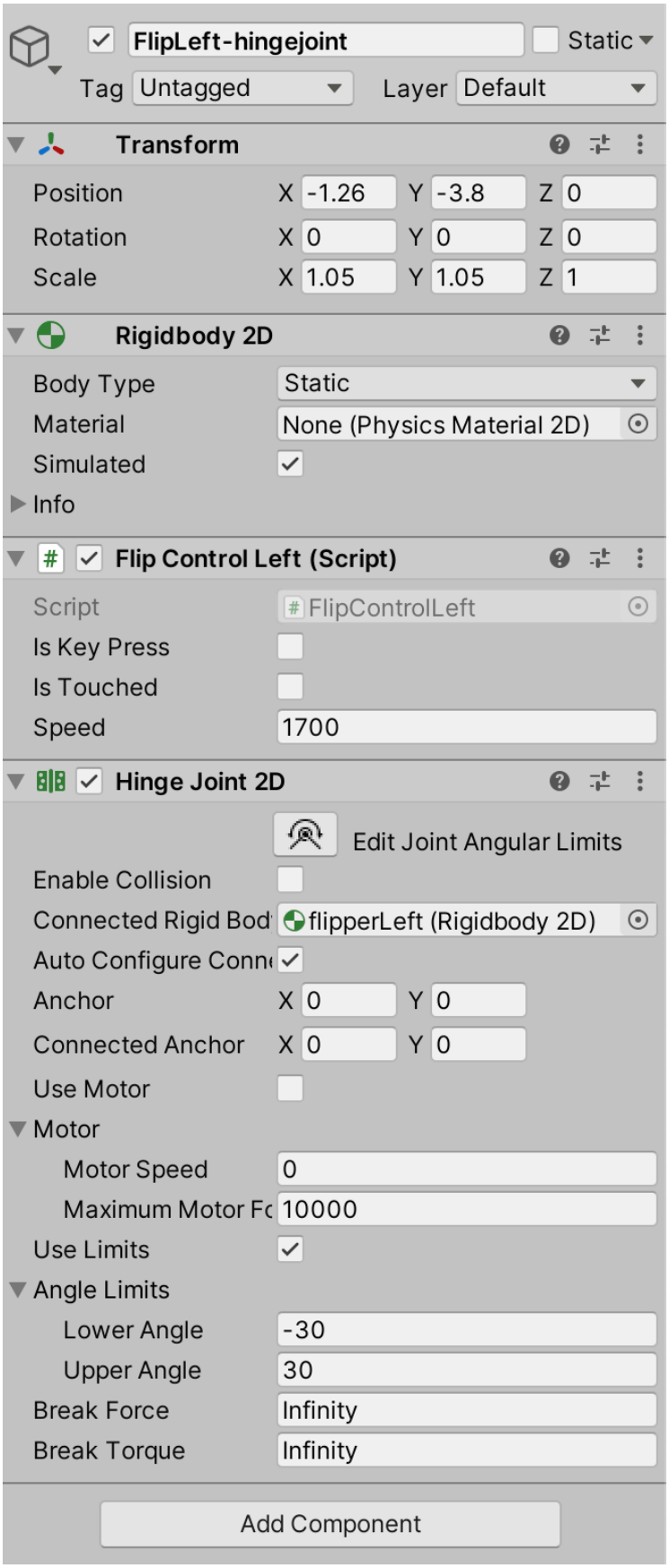
Selected Answers:
- RigidBody
- HingeJoint
- BoxCollider

Answers:
- RigidBody
- Animator
- HingeJoint
- BoxCollider
- FixedJoint

Question 3

1 out of 1 points

Below is the screenshot of the inspector for the gameobject FlipLeft-hingejoint. What will happen if we try to delete Rigidbody2D component from it?



Selected Answer: You cannot do it as HingeJoint2D depends the Rigidbody2D of this object too.

Answers: You cannot do it as HingeJoint2D depends the Rigidbody2D of this object too.

The forces required to move the flippers are way lesser than before because the flipper no longer has mass

Nothing happens, it will still work as per normal

The HingeJoint becomes a free 360 degrees joint (meaning the limits set will no longer work), so the flipper can rotate on itself

Question 4

1 out of 1 points

A Kinematic Rigidbody 2D + Collider 2Ds do not collide with other Kinematic/Static Rigidbody 2D + Collider 2D, meaning that it only collides (sent collision detection or trigger messages) when theres Dynamic Rigidbody 2D + Collider 2D involved.

Selected Answer: True

Answers: True

False

Question 5

2 out of 2 points

What is the Hollywood 'three-act-structure'?

Selected Answer: A model used in narrative fiction that divides a story into three parts in general: the setup, the confrontation, and then the resolution in that order.

Answers:

A famous building in Hollywood that's used for shooting stunts.

A non-linear sequence structure that is used to design a game

The technique of aligning narrative with gameplay

A model used in narrative fiction that divides a story into three parts in general: the setup, the confrontation, and then the resolution in that order.

Question 6

1 out of 1 points

The _____ defines simple fluid behavior such as floating and the drag and flow of fluid.

Selected Answer: BuoyancyEffector2D

Answers: PlatformEffector2D

BuoyancyEffector2D

AreaEffector2D

PointEffector2D

Question 7

2 out of 2 points

Which of the following description fits the meaning of game *kinesthetics* best?

Selected Answer: The general *feel* of the game, that is directly affected by the responsiveness of the devices and placement of control

Answers:

The general appearance or *look* of the game, mainly affected by the level of details in the graphics or visual effects

The general *feel* of the game, that is directly affected by the responsiveness of the devices and placement of control

The methods of how to perform actions on the game and how to implement the feedback on each action made in the game programmatically

The procedure taken to test the game iteratively

Question 8

1 out of 1 points

You can only have one effector per GameObject. Meaning that, if a GameObject (with a Collider2D) already has an AreaEffector2D, then it cannot have PointEffector2D within it as well.

Selected Answer: True

Answers: True

False

Question 9

2 out of 2 points

Typically, Collider 2D that we use with Area Effector 2D will be set as trigger. Why is this so?

Selected Answer: To allow other Collider 2D to overlap with it and have forces applied within the area. If not it will only apply the forces at the edges (of contact).

Answers:

To allow other Collider 2D to overlap with it and have forces applied within the area. If not it will only apply the forces at the edges (of contact).

So that gravity applies in the area defined by the Collider 2D

Because AreaEffector2D will not work at all (as good as not adding this component at all) if we don't set IsTrigger property on the Collider 2D.

Because we have to to trigger the effect of AreaEffector2D manually in script, strictly by implementing OnTriggerEnter2D

Question 10

2 out of 2 points

What is a game design document defined as? Select **one** that **applies best.**

Selected Answer: A reference document to your game to aid digital prototyping stage and can be changed over the course of the game design.

Answers: A reference document to your game to aid digital prototyping stage and can be changed over the course of the game design.

A final document to your game to aid physical prototyping stage and you can no longer change it once it is written to avoid confusion during prototyping stage.

The questionnaire sheet / booklet that's given to the testers during playtesting stage.

A marketing campaign to make your game popular before launch (hype it)

Question 11

1 out of 1 points

A Collider component makes the object a physics object -- i.e: it has mass, affected by gravity, and basically can be knocked or moved around when there's external forces applied.

Selected Answer: False

Answers: True
False

Question 12

1 out of 1 points

By default (without any further setting, etc), a SpriteMask will affect any sprite in the scene that has their mask interaction set to Visible / notVisible under Mask.

Selected Answer: True

Answers: True
False

Question 13

1.5 out of 1.5 points

Once you have completed the first iteration of your working game, you can conduct playtesting with other people that have never seen your game before. What of the following game aspects that you can test for during the playtesting stage? Select **all** that **apply**. Selecting a wrong answer will result in penalty. The minimum grade for this question is 0.

Selected Answers: Functionality
Game Balance
Completeness

Answers: Functionality
Game Balance
Completeness

Question 14

1 out of 1 points

To keep players interested, we need to keep them within the *flow channel* using both external and internal motivaiton. State whether the following is true or false: When external motivation is fulfilled but internal motivation is not, this is when a ***tragedy*** happens.

Selected Answer: True

Answers: True

False

Sunday, July 5, 2020 7:08:14 PM SGT

← OK