

Name: \_\_\_\_\_

Date: \_\_\_\_\_

### HTA Game Dev Quiz

- 1) Rigidbody is a necessary component if you want to apply physics to a GameObject
  - a) True
  - b) False
  
- 2) Unity will understand what script to attach to a GameObject even if the name of the script and the name of the class are different?
  - a) True
  - b) False
  
- 3) What are the three main types of trigger events?
  - a) OnTriggerEnter ()
  - b) OnTriggerRelease ()
  - c) OnTriggerExit ()
  - d) OnTriggerStay ()

Short Answer ( Questions worth 1 point each)

- 4) What are the five windows that comprise the Unity Interface?
  
- 5) Explain in simplest terms what the Inspector window is used for?
  
- 6) What is the difference between a Static Collider and a Dynamic Collider? Why is it important to keep these two separated?