HTA Game Dev Quiz #2

1) What is the maximum amount of scenes you can have in one project/game?
    a) Over 9000
    b) As many as you want
    c) 10(600/23) * 1.32 - 6
    d) 1

2) Which of these are default primitive objects? (Check all that apply)
    a) Plane
    b) Quad
    c) Triangle
    d) Capsule

3) If Jimmy wants text to display after he wins the game, what UI element would he use to do so?
    a) Image
    b) Button
    c) Slider
    d) Text

4) OnTriggerEnter( ) is a function that's called if what Collider property is checked?
    a) Is Kinematic
    b) Receive Shadows
    c) Is Trigger
    d) Use Gravity

5) If I were to create a new C# script that deals with the UI, what would I put at the top so that I may access Unity's UI tools?
    a) using Android.OS;
    b) using UnityStandardAssets.CrossPlatformInput;
    c) using UnityEngine.Random;
    d) using UnityEngine.UI;