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Time taken 8 mins 39 secs

Question 1

Complete

Marked out of 1.00

In Unity, which one of the following is **NOT** one of the advantages of using `GetButton()` instead of `GetKey()` family of functions?

- ☐ A. It is more efficient to use buttons than keys
- ☐ B. They allow showing the controls of the game in the initial configuration dialog
- ☐ C. It is possible to modify the key mappings without changing the source code
- ☒ D. By using buttons, you can access the Axes defined in the input manager, which provides access to other parameters

Question 2

Complete

Marked out of 1.00

What type of object acts as a preconfigured template for creating new objects in a scene?

- ☒ A. Prefab
- ☐ B. Collider
- ☐ C. Rigidbody
- ☐ D. Layer



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Question 3

Complete

Marked out of 1.00

What method would be used to return all (active) game objects tagged with 'MyTag'?

- ☐ A. Tags.FindActive("MyTag");
- ☐ B. GameObject.FindAll("MyTag");
- ☐ C. GameObject.Find(SceneTags.MyTag);
- ☒ D. GameObject.FindGameObjectsWithTag("MyTag");

Question 4

Complete

Marked out of 1.00

What do we need to define input axes and game actions?

- ☐ A. Physics Manager
- ☒ B. Input Manager
- ☐ C. PresetManager
- ☐ D. PlayerSettings

Question 5

Complete

Marked out of 1.00

If GameObject.Find() does not find the specified GameObject, what will happen?

- ☐ A. It searches again until it finds it
- ☐ B. The program crashes
- ☒ C. It will print out an error
- ☐ D. It will return null

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Question 6

Complete

Marked out of 1.00

Which of these is **NOT** a way to create a component for a GameObject?

- ☐ A. Select the Component option from the menu bar
- ☐ B. Drag and drop something on top of a GameObject
- ☐ C. Click "Add Component" in the Inspector
- ☒ D. Right-click the GameObject and select "Add Component"

Question 7

Complete

Marked out of 1.00

What type of light source is used to represent light coming from infinitely far away (its position within the scene does not matter)?

- ☐ A. Spot lights
- ☐ B. Area lights
- ☒ C. Point lights
- ☐ D. Directional lights

Question 8

Complete

Marked out of 1.00

Which method would you use to access a GameObject with a unique name?

- ☒ A. `GameObject.Find()`
- ☐ B. `GameObject.FindObjectsWithTag()`
- ☐ C. `GameObject`
- ☐ D. `GameObject.FindWithTag()`

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Question 9

Complete

Marked out of 1.00

How do you make a property of a script appear within the editor interface?

- ☐ A. Use the unity specific types (UnityInt, UnityBool, UnityFloat)
- ☐ B. Write its name in UPPERCASE
- ☒ C. Make it public
- ☐ D. Declare it as a local variable in the constructor

Question 10

Complete

Marked out of 1.00

What method do we need to make the camera point at an object as it moves?

- ☐ A. Follow();
- ☐ B. No method exists;
- ☐ C. We need to make the camera child of object;
- ☒ D. LookAt();

Question 11

Complete

Marked out of 1.00

What do we use to preserve the game objects on a scene transition?

- ☐ A. SavePlayer();
- ☐ B. Game Objects will not be destroyed;
- ☒ C. DontDestroyOnLoad();
- ☐ D. SavePlayerData();

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Question 12

Complete

Marked out of 1.00

Typically, how many levels of your game are represented by a Scene?

- ☒ A. One of them
- ☐ B. All of them
- ☐ C. None of them
- ☐ D. Most of them

Question 13

Complete

Marked out of 1.00

What do you need in order to have sound in your game?

- ☐ A. At least an Audio Source
- ☒ B. At least an Audio Listener and an Audio Source
- ☐ C. At least an Audio Source and an Audio Clip
- ☐ D. At least an Audio Listener

Question 14

Complete

Marked out of 1.00

A character starts at $(0, 3, -1)$ and has a constant velocity of $(0, 1, 1)$ units per second. What is the character's new position after 1 second?

- ☐ A. It cannot be determined
- ☐ B. $(0, 3, 1)$
- ☒ C. $(0, 4, 0)$
- ☐ D. $(0, 2, -2)$

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Question 15

Complete

Marked out of 1.00

Which of these can **NOT** be modified in the Transform window?

- ☐ A. Position
- ☐ B. Rotation
- ☒ C. Depth
- ☐ D. Scale

Question 16

Complete

Marked out of 1.00

Which component will allow you to position and rotate your sprite on the screen?

- ☐ A. Rotation component
- ☒ B. Transform component
- ☐ C. Location component
- ☐ D. Property component

Question 17

Complete

Marked out of 1.00

When you create a C# class, it inherits from?

- ☐ A. Scene
- ☐ B. Component
- ☐ C. GameObject
- ☒ D. MonoBehaviour

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Question 18

Complete

Marked out of 1.00

What happens to a variable when we type the word *"public"* in front of it?

- ☐ A. Displays variable in the console window
- ☐ B. Ensures variable does not return a value
- ☐ C. Displays variable value in game window
- ☒ D. Creates an editable variable field in inspector window

Question 19

Complete

Marked out of 1.00

Which of these statements about unit vectors is **true**?

- ☐ A. A unit vector is one which that points in the opposite direction to another vector
- ☒ B. Unit vectors have a magnitude of 1
- ☐ C. A unit vector can have any magnitude, providing it points directly along the X axis
- ☐ D. A 3D vector cannot be a unit vector

Question 20

Complete

Marked out of 1.00

What type of object acts as a preconfigured template for creating new objects in a scene?

- ☐ A. Layer
- ☐ B. RigidBody
- ☒ C. Prefab
- ☐ D. Collider

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