GAM 475: Game Engine Final Exam

Final Exam

Due Date:

- Written exam
 - o Due on November 20 by 11:59 pm
 - Submit one per PERSON
 - PDF document to individual perforce directories
- PLEASE complete your thought and ideas in the exam
 - Expecting complete answers to each question.
 - Approximately 5-7 pages length expectation.
- Submit your documents to your individual directories in perforce
 - o Please place them up there
 - Please place your *.pdf document in PERFORCE
- Questions
 - o Please ask questions to clarify any items you don't understand.
 - By NOT asking questions
 - I assume that you understand and are following the procedures correctly.
 - So please ask.

Questions:

Questions:

Please relate your experiences from this class to the questions. If you can't apply your answer to the given system, relate your answer from another system.

- 1. What lessons did you learn or reinforce about wrapping and abstracting systems?
 - a. Use the file or memory system in your discussion
- 2. What did you like or dislike about test driven development (math system)?
 - a. Comment on your testing for the PCSTree iterators
 - b. Can this be used for every type of development (large or complex)?
- 3. How do you approach a large system, its design and implementation (graphics system)?
 - a. Given a complex system with working (albeit bad) demos.
 - b. Given that the new engineer isn't familiar with API or still understanding and learning the material.
- 4. What were 2 big lessons or experiences that you gained in this ridiculously arduous class (ideas: scheduling, planning, design, implementation, troubleshooting...)?

(These are essays or opinion papers they are not formal papers therefore no citations are expected. The expected exam length is 5 to 7 pages. Don't try to stretch it, give full detailed answers.)