

Game Development TRS - Final Examination - January 16th 2017

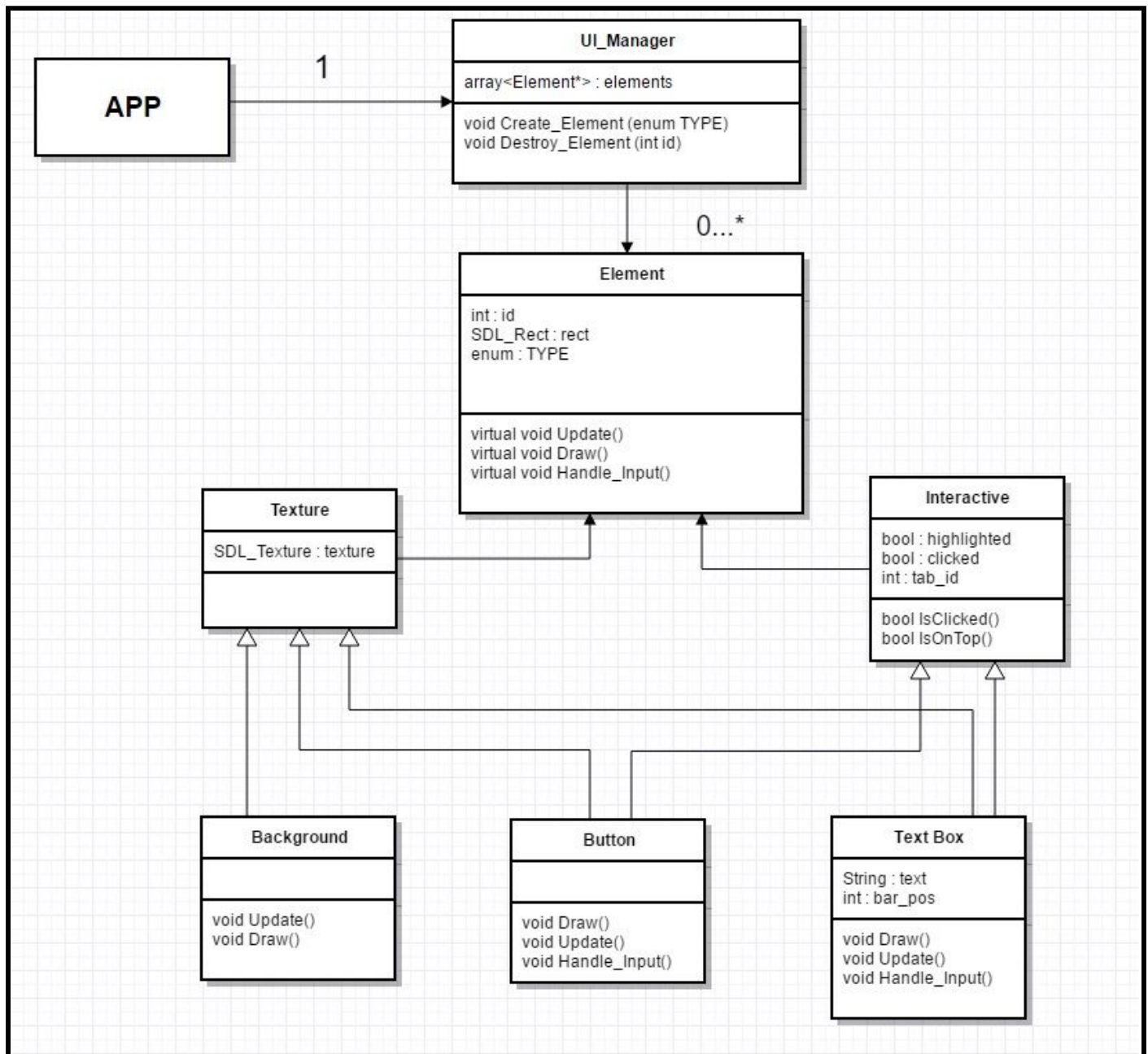
YOUR FULL NAME:

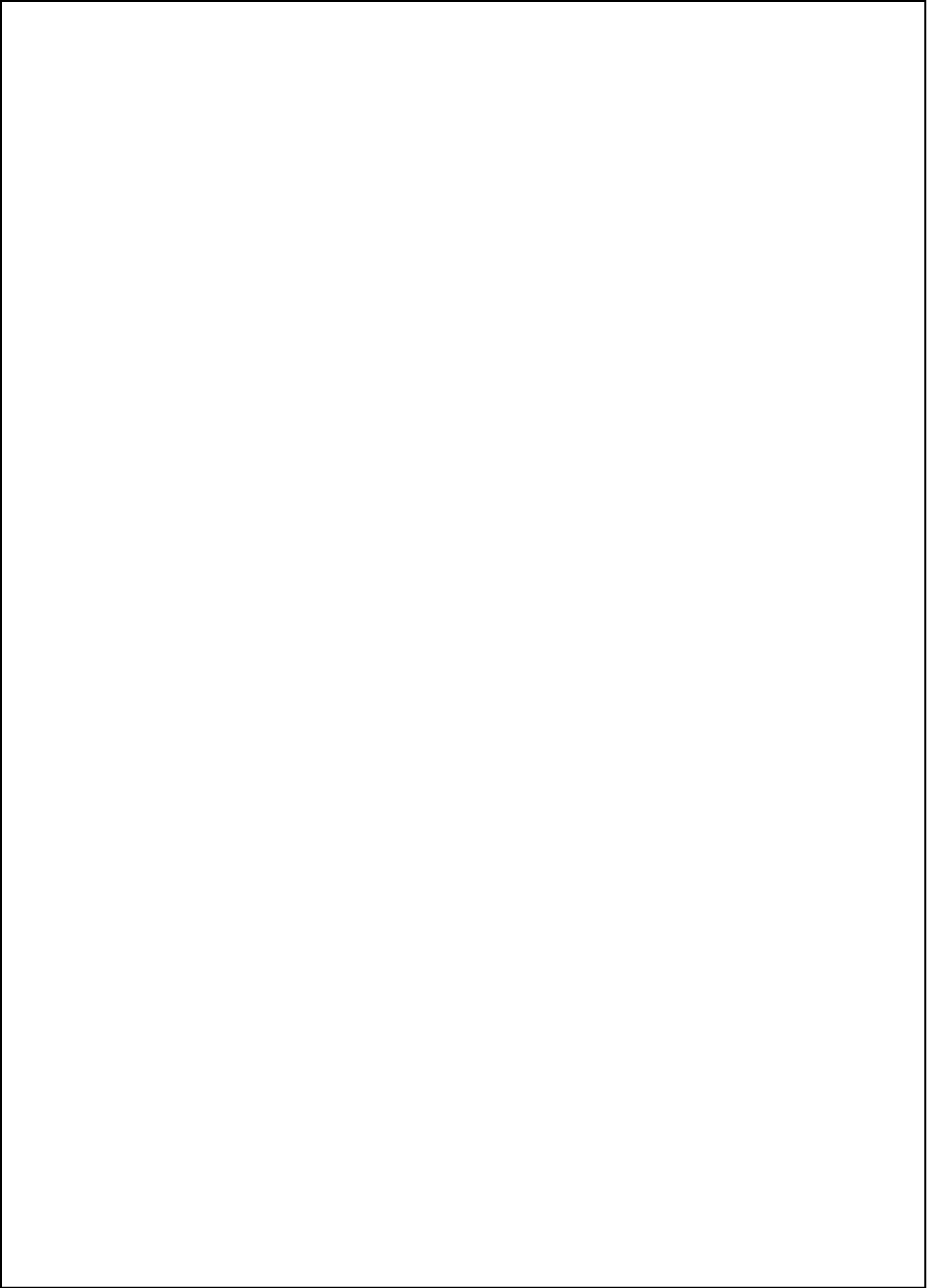
- You have 2 hours to complete the assignment.
- Only valid text will be the one inside each box, everything else will be ignored by the teacher

1. **(2 points)** Describe all the specific benefits of using the PHYSFS library. Elaborate on the difference between having those benefits and lacking them.

2. **(3 points)** Explain the concept behind the BFS search algorithm and write down its pseudocode (or use python/C).

3. **(3 points)** Check the provided UML for a graphical user interface. Make a list what you would improve in three categories: critical, important and optional. Do **not** create a new UML, focus on improving on this one.





4. **(2 points)** Explain the key concepts behind a Quake-style console. Explain the main steps that need to be taken in order to implement it (assuming we have a functional GUI system in place).

Use this page for your own notes. You cannot use any other page. Do not remove this page from the set.