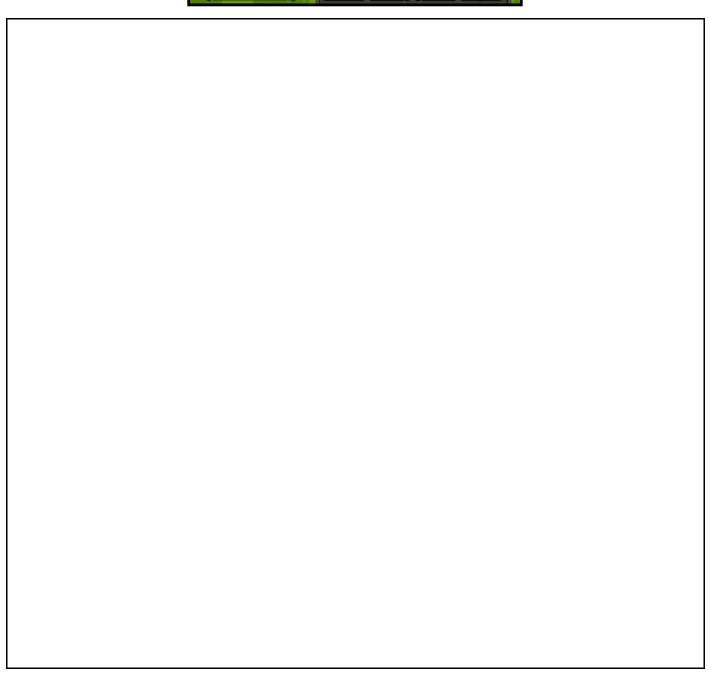
Game Development TRS - Revaluation Exam - January 31st 2017

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2. (3 points) Design the UML of a GUI system that could handle all elements in this image:





3. (2 points) If we have a game where the logic uses 25 ms with vsync turned on (monitor refresh rate of
50 Hz) and our main character moves at 200 pixels per second. How much, in average, is he moving each
frame taking in account that we have <u>variable time step</u> ? How much vsync will make the application wait?

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).								

