GAME 255 FINAL EXAM

# 5/10/2016

Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# Short Answer

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| Answer each question fully. |
| Use full sentences. |

What are the four major game design considerations for a Roguelike game?

What are the 3 T’s to Mobile development (name and definition), and why are they important?

What is the difference between random generation and procedural generation?

Name two in-app monetization techniques, and when they are appropriate to use.

When switching between different phones (with different **resolutions**) what do you need to do?

What must you do for every Android project before it can be built?

What is object pooling, and why is it so importan**t**?

What is event messaging, and why do you not use the built-in Unity event messaging system?

What is Box2D? How is it used?

Is the 2D physics system or 3D physics system more resource-intense?

Is it safe to store information like purchases and high scores locally using File.IO on a mobile device?

How many significant digits is acceptable for a floating point number in a mobile application? Why does it matter?

What is a singleton, and why are they especially important in mobile applications?

What use is a ScriptableObject in mobile development? Include at least two different examples of how/why are they used. (Don’t give code)

When using the accelerometer and gyroscope, there are two important things you should include to increase the usability. What are they and why do they matter?

Give an example of when the accelerometer would be a good choice to use on a device (you cannot use any in-class projects as this example – never is also not an acceptable answer):

Give an example of how to capture a single-touch input (pseudo-code or actual code):

Give an example of how to capture a two-touch input (pseudo-code or actual code):

Give an example of how to capture a simple gesture, like a pinch (pseudo-code or actual code):