Spatial Partitions Quiz

Name: _tim Rolshud_   Circle: Mon/Thu | Tues/Fri

_t_ 1. Spatial partitions are primarily helpful when there are few objects
incorrect
   (i) True
   p) False

_N_ 2. Spatial partitions organize objects based on their positions within the game world
incorrect
   a) True
   (n) False

_C_ 3. Hierarchical partitions like quadtrees are simpler and easier to implement than flat
incorrect   ones like grids, but are less efficient
   (c) True
   r) False

_O_ 4. A spatial partition would be useful for an entirely UI-based game like Cookie Clicker
incorrect
   (o) True
   t) False

_R_ 5. The spatial partition pattern's main benefit is runtime optimization, rather than code
incorrect   cleanliness
   i) True
   (r) False

_R_ 6. A grid partition would perform well if the objects all clump together in one dense
incorrect   region
   (r) True
   t) False

_E_ 7. Using spatial partitions helps reduce memory usage, but increases time complexity
incorrect
   (e) True
   i) False

_C_ 8. The structures of quadtrees are always fixed, no matter where the objects are
incorrect
   (c) True
   o) False

_T_ 9. Spatial partitions let us easily find all objects within a given region
incorrect
   n) True
   (t) False

Extra Credit: What do you get when you combine the letters of your answer choices?

Incorrect

so true