

COURSES GROUPS RESOURCES GRADES

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Timothy Rolshud

Software Engineering: 8(A,D)

Trimester 1 - Unity and Thinking like a SE

Next

Simple Side Scroller Quiz

Submissions Enabled

Grade: N/A



My Submissions

Test/Quiz

Comments



Timothy Rolshud

Submission 1



0

Question 1

We cannot call constructors on GameObjects.

True

False

Pending Review

Question 2

Write a single line of code that will display the contents of the variable logtext to the Unity Console.

Debug.Log(logtext);

1

Question 3

When would we make a BoxCollider2D a trigger?

a. When we want to make an event take place, but do not wish to have the two colliding GameObjects use any of Unity's premade interactions.

b. Honestly, the other one is the answer. Don't choose this one.

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Question 4

Once we drag the Sprite into the game scene, what does it become?

a. It becomes a graphic in the game scene

b. Various 2D scripts (such as Rigidbody2D and Collider2D) are attached to it.

c. It becomes a GameObject with a SpriteRenderer script attached.

d. It becomes a prefab.

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Question 5

What is the difference between Structs and Objects?

I. Structs are pass-by-value, whereas Objects are pass-by-reference

II. Structs cannot be null, while Objects can be null

a. None of the above

b. I only

c. II only

d. I and II

1

Question 6

When is `OnTriggerEnter2D(Collider2D other)` called?

- a. When any `GameObject` collides with a `GameObject` that has a `Collider2D`
- b. When a `GameObject` with a `Collider` collides with a `GameObject` that has a `Collider2D`**
- c. When any `GameObject` with a `Collider` collides with any `GameObject` that has a `Collider`
- d. When any `GameObject` collides with any `GameObject` that has a `Collider`
- e. When the Player collides with a `GameObject` that has a `Collider`
- f. When the Player collides with a `GameObject` that has a `Collider2D`

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Question 7

What is a sprite?

- a. The 2D collision matrix of a `GameObject`
- b. An image**
- c. A `GameObject` containing an image

Pending Review

Question 8

Why is everything in the `Physics2D` class static ?

Physics2D properties and methods are static to allow for an easier configuration of physics that are applied everywhere across the game. Something more customizable would be a `GameObject`'s `Rigidbody2D`

0 / 1

Question 9

What does `[SerializeField]` do? (Multiple answers are possible)

- a. Makes an instance variable visible in the inspector.**
- b. Makes a local variable convertible to text, similar to a JSON.
- c. Makes an instance variable convertible to text, similar to a JSON.
- d. Makes a local variable visible in the inspector.

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Question 10

After we save a resource into Unity, we can safely move that resource around within the project from File Explorer/Finder.

True

False

Pending Review

Question 11

Consider the following instance variables:

```
BreakApartClass brk;  
[SerializedField] GameObject breakableItem;
```

Assuming that `breakableItem` has been assigned in the inspector, what code would you need in `start()` to store `breakableItem`'s `BreakApartClass` in `brk` ?

```
brk = breakableItem.GetComponent<BreakApartClass>();
```

1 / 1

Question 12

What is a prefab?

- a. A premade `GameObject`, with possible children, for creating multiple instances of things.**

- b. A premade GameObject, without children, for creating different Scenes.
- c. GameObjects in the Hierarchy
- d. Scripts that can be attached to GameObjects in the Scripts folder

1 /1

Question 13

Once a resource is saved in our Projects tab, we should only move it around or rename it from within the Projects tab to allow Unity to update all references properly.

☒ True

☐ False

1 /1

Question 14

Please put these in order from first to last:

1. ☒ awake()
2. ☒ start()
3. ☒ update()

1 /1

Question 15

A scene is a little universe in your game. A scene runs a camera, and contains everything that might populate a hierarchy. It might represent a level, or a menu system, or an area of the game. It used to be a way to group all of the GameObjects that you could expect to be together, such as monsters, or maps, or items, but nowadays Unity allows multiple scenes at the same time, so it can be better thought of as a game group. Since scenes are meant to be atomic, they don't talk to each other easily. Thus, many games are composed of only one scene.

☒ a. I understand! Give me credit for this question!

☐ b. I don't understand; please do not give me credit for this question.

1 /1

Question 16

A Canvas is used to build out User Interface elements, such as Text s, Panel s, and Button s. All of these elements are also GameObject s.

☒ a. True

☐ b. False

☐ c. True, except that the elements in Canvases are not GameObjects.

Pending Review

Question 17

What is a BoxCollider2D?

| A component that allows GameObjects to collide with each other & can trigger collision-based events.

1 /1

Question 18

Please match the following

1. Transform
2. transform
3. transform parent

☒ b. A class in unity representing the location and velocity of a GameObject in the scene.

☒ a. An instance of the class attached to every GameObject

☒ c. The transform of the parent GameObject in the hierarchy

A class in unity representing the location and velocity of a GameObject in the scene.

An instance of the class attached to every GameObject

The transform of the parent GameObject in the hierarchy

4.
transform
child

d. The transform of a child GameObject in the heirarchy

The transform of a child GameObject in the heirarchy

1 /1

Question 19

How can we make instance variables from our C# scripts appear in the inspector? (There are multiple correct answers.)

a. Mark them [Inspector]

b. Mark them [SerializeField]

c. Mark them public

d. Create the instance from within the Inspector

e. Mark them Internal

Pending Review

Question 20

What is the difference between a kinematic and a dynamic Rigidbody2D?

Kinematic: Only default functionality is initial velocity, everything else is done through scripts

Dynamic: Interacts w/ the game normally by default

1 /1

Question 21

Is a Vector2 an Object or a Struct?

a. Struct

b. Object

Pending Review

Question 22

What is the difference between the Scene Editor and the Game Window?

The scene editor lets you arrange GameObjects and modify the scene, while the GameWindow lets you play the game but not modify anything during runtime

1 /1

Question 23

What is the Project tab for?

a. Organizing our files

b. Allowing us to see what the Scene will look like for the player

c. Controlling how GameObjects relate to one another

d. Holding onto our GameObjects

1 /1

Question 24

What is the heirarchy?

a. A nested list of all of the GameObjects in the active scene

b. A list of the files, such as Sprites, Prefabs, and Scripts.

1 /1

Question 25

What are layers used for? (Multiple options may be correct)

a. Layers are one tool for organizing GameObjects

b. Layers are for grouping types of GameObjects, such as walls, or items.

c. Layers can be useful in collision detection

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Question 26

What do we call to instantiate a GameObject?

a. The GameObject's constructor

b. We cannot instantiate GameObjects outside of the Inspector

c. Instantiate(...)

d. PrefabCreate(...)

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