## Simple Side Scroller Quiz

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Submission 1

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### Question 1

What do we call to instantiate a GameObject?

a. PrefabCreate(...)

b. The GameObject's constructor

[✓ c. Instantiate(...)]

d. We cannot instantiate GameObjects outside of the Inspector

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### Question 2

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

> The game can be edited in the scene editor, while in the game window, the game can only be viewed from the perspective of the main camera in the scene

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### Question 3

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

True

[✓ False]

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### Question 4

A scene is a little universe in your game. A scene runs a camera, and contains everything that might populate a heirarchy. 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.

0/1

### Question 5

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

a. Makes a local variable convertible to text, similar to a JSON.

b. Makes an instance variable convertible to text, similar to a JSON.

[✓ c. Makes an instance variable visible in the inspector.]

d. Makes a local variable visible in the inspector.

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### Question 6

Consider the following instance variables:

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

Asusming 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>();

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### Question 7

Why is everything in the `Physics2D` class `static`?

> Everything in the Physics2D class is static because it is global physics settings for your project. Anything that you would want to change specifically for a gameobject would be through a Ridigdbody2D

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Question 8

What is the difference between a kinematic and a dynamic RigidBody2D?

> A kinematic RigidBody2D has physics applied to it through scripts, while a dynamic one interacts with the game, surrounding rigidbodies, etc.

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Question 9

What is a prefab?

[✓ a. A premade GameObject, with possible children, for creating multiple instances of things.]

b. GameObjects in the Heirarchy

c. A premade GameObject, without children, for creating different Scenes.

d. Scripts that can be attached to GameObjects in the Scripts folder

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Question 10

Please put these in order from first to last:

1. [✓ awake()]
2. [✓ start()]
3. [✓ update()]

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1/1

Question 11

Once a resources 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

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Question 12

What is the Project tab for?

[✓ a. Organizing our files]

b. Controlling how GameObjects relate to one another

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

d. Holding onto our GameObjects

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Question 13

What is a BoxCollider2D?

> A component that is a type of 2D collider that can be give objects collisions or detect collisions.

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Question 14

What is the heirarchy?

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

[✓ b. A nested list of all of the GameObjects in the active scene]

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Question 15

Is a Vector2 an Object or a Struct?

[✓ a. Struct]

b. Object

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1/1

Question 16

How can we make instance variables from our C# scripts appear in the inspector?

(There are multiple correct answers.)

a. Mark them Internal

[✓ b. Mark them [SerializeField]]

[✓ c. Mark them public]

d. Create the instance from within the Inspector

e. Mark them [Inspector]

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**Question 17**

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

> Debug.Log(logtext);

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**Question 18**

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

[✓ a. Layers can be useful in collision detection]

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

[✓ c. Layers are one tool for organizing GameObjects]

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**Question 19**

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

a. It becomes a graphic in the game scene

b. It becomes a prefab.

c. Various 2D scripts (such as RigidBody2D and Collider2D) are attached to it.

[✓ d. It becomes a GameObject with a SpriteRenderer script attached.]

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**Question 20**

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.

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**Question 21**

We cannot call constructors on GameObjects.

[✓ True]

False

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**Question 22**

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 23**

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 24

Please match the following

| | | |
|---|---|---|
| 1. Transform | c. A class in unity representing the location and velocity of a GameObject in the scene. | A class in unity representing the location and velocity of a GameObject in the scene. |
| 2. transform | d. An instance of the class attached to every GameObject | An instance of the class attached to every GameObject |
| 3. transform parent | b. The transform of the parent GameObject in the heirarchy | The transform of the parent GameObject in the heirarchy |
| 4. transform child | a. The transform of a child GameObject in the heirarchy | The transform of a child GameObject in the heirarchy |

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### Question 25

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

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### Question 26

What is a sprite?

a. The 2D collision matrix of a GameObject

[✓ b. An image]

c. A GameObject containing an image

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