Name:

Enrolment No:



UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Semester Examination, July 2020

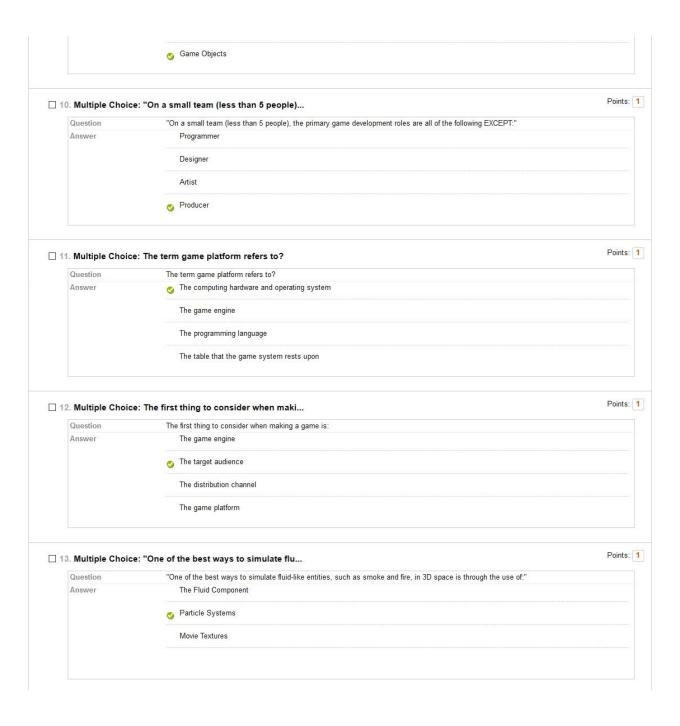
Programme Name: B.Tech CS (MC)

Course Name: Introduction To Game Programming: 02 hrs

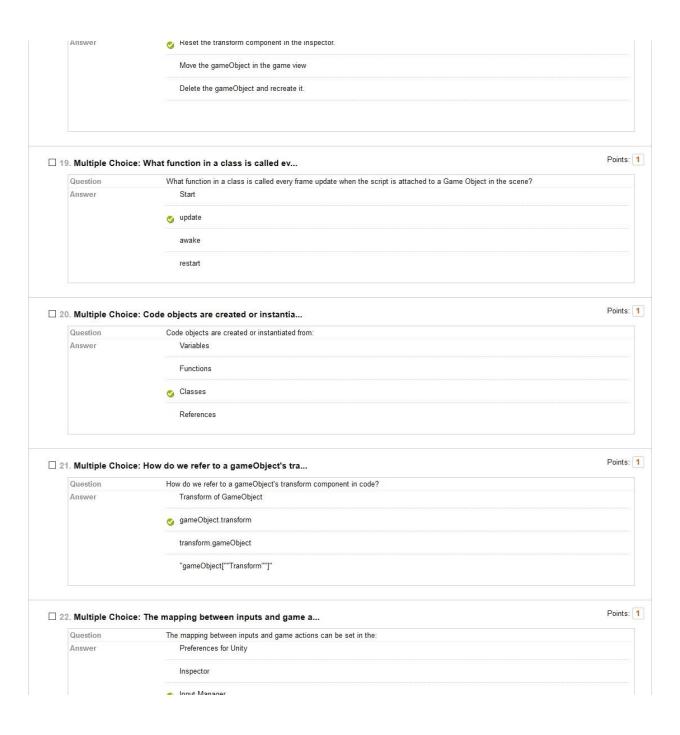
Course Code : CSGG 3002

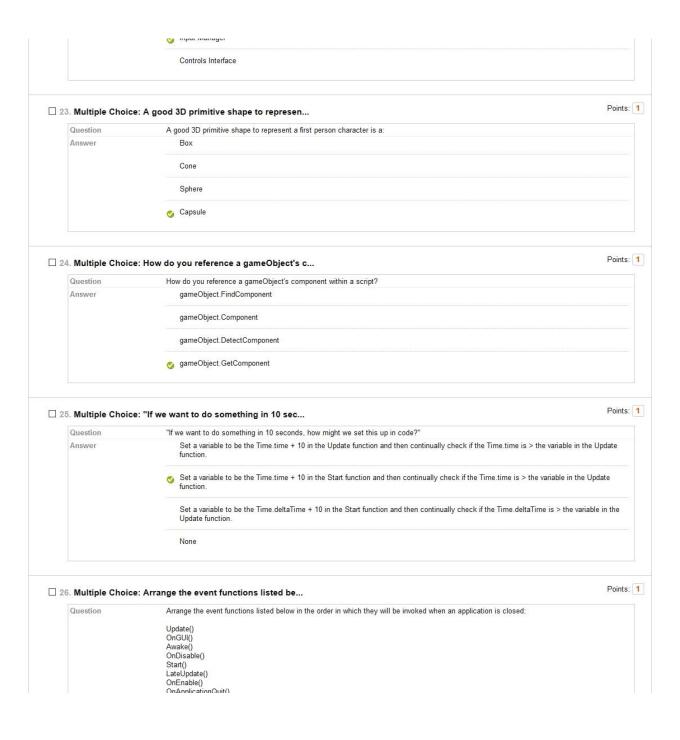
	e: What is a quick way to move a gameObj	Points
Question	What is a quick way to move a gameObject back to the origin of the world?	
Answer	Move the gameObject in the game view	
	Reset the transform component in the inspector	
	Delete the gameObject and recreate it	
2. Multiple Choice	e: What component is like a microphone i	Points
Question	What component is like a microphone in the game world?	
Answer	Audio Listener	
	Audio Source	
		Points
3. Multiple Choice	e: The main reason to NOT add a lot of l	
Question	The main reason to NOT add a lot of lights into your game is:	
Question	The main reason to NOT add a lot of lights into your game is:	
Question	The main reason to NOT add a lot of lights into your game is: The lights would make the game world too bright	
Question Answer	The main reason to NOT add a lot of lights into your game is: The lights would make the game world too bright	Points
Question Answer 4. Multiple Choice Question	The main reason to NOT add a lot of lights into your game is: The lights would make the game world too bright The lights may slow the frame rate of the game The lights may slow the frame rate of the game A texture is set as a property of a: A texture is set as a property of a:	Points
Question Answer 4. Multiple Choice	The main reason to NOT add a lot of lights into your game is: The lights would make the game world too bright The lights may slow the frame rate of the game The lights may slow the frame rate of the game A texture is set as a property of a: A texture is set as a property of a: Material	Points
Question Answer 4. Multiple Choice Question	The main reason to NOT add a lot of lights into your game is: The lights would make the game world too bright The lights may slow the frame rate of the game The lights may slow the frame rate of the game A texture is set as a property of a: A texture is set as a property of a:	Points
Question Answer 4. Multiple Choice Question	The main reason to NOT add a lot of lights into your game is: The lights would make the game world too bright The lights may slow the frame rate of the game The lights may slow the frame rate of the game A texture is set as a property of a: A texture is set as a property of a: Material	Points
Question Answer 4. Multiple Choice Question Answer	The main reason to NOT add a lot of lights into your game is: The lights would make the game world too bright The lights may slow the frame rate of the game The lights may slow the frame rate of the game The lights may slow the frame rate of the game The lights may slow the frame rate of the game The lights may slow the frame rate of the game The lights may slow the frame rate of the game The lights would make the game world too bright The lights would make the game world too bright The lights would make the game world too bright The lights would make the game world too bright The lights would make the game world too bright The lights would make the game world too bright The lights would make the game world too bright The lights would make the game The lights may slow the frame rate of the game The lights may slow the	
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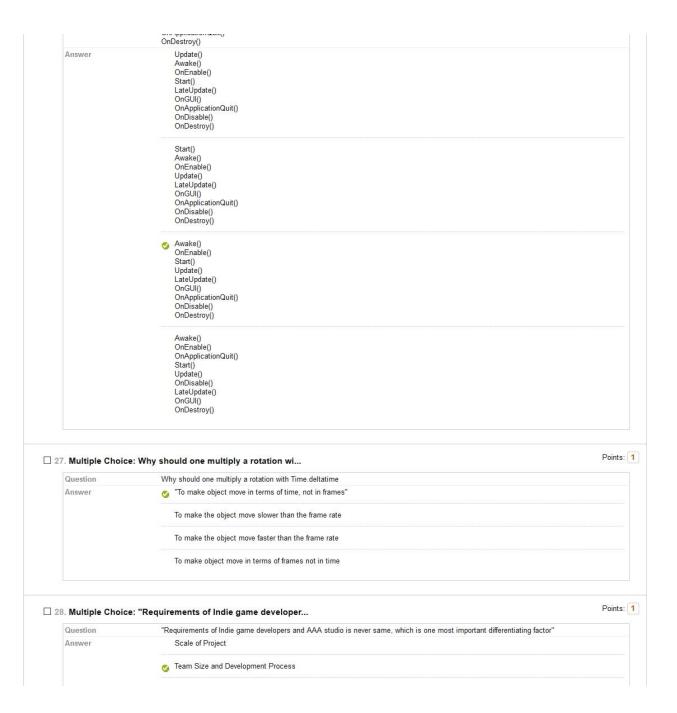




14. Multiple Choic	e: Unity 2D user interface (UI) gameObje	Points
Question	Unity 2D user interface (UI) gameObjects require a:	
Answer	Canvas.	
	Collider	
	Тад	
15. Multiple Choic	e: Physic materials allow you to:	Points
Question	Physic materials allow you to:	
Answer	Change the appearance of gameObjects.	
	Adjust friction and bounciness of colliding objects.	
	Add Force	
	None	
16. Multiple Choic Question Answer	re: You enable physics on a gameObject th You enable physics on a gameObject through what component? RigidBody	Points
Question	You enable physics on a gameObject through what component?	Points
Question Answer	You enable physics on a gameObject through what component? RigidBody ❖ Collider Physics	Points
Question Answer 17. Multiple Choice	You enable physics on a gameObject through what component? RigidBody Collider Physics Physics	Points
Question Answer	You enable physics on a gameObject through what component? RigidBody ❖ Collider Physics	
Question Answer 17. Multiple Choic Question	You enable physics on a gameObject through what component? RigidBody Collider Physics Physics Physics According to defintion, Standard Ass "According to defintion, Standard Assets are:"	
Question Answer 17. Multiple Choic Question	You enable physics on a gameObject through what component? RigidBody Collider Physics Re: "According to defintion, Standard Ass "According to defintion, Standard Assets are:" Assets that you always use in every project.	
Question Answer 17. Multiple Choic Question Answer	You enable physics on a gameObject through what component? RigidBody Collider Physics Physics "According to defintion, Standard Ass "According to defintion, Standard Assets are:" Assets that you always use in every project. Assets that are included when you build your game	









	To make object move in terms of frames not in time	
35. Multiple Choic	e: Which one of the given below is a gam	Points:
Question	Which one of the given below is a game engine	
Answer	Maya 3d	
	Visual Studio(C#)	
	Photoshop	
	⊘ GoDot	
36. Multiple Choic	e: While creating an FPS in Unity the ca	Points
Question	While creating an FPS in Unity the camera object should be align such that	
Answer	the whole body of the main character should be visible on the screen	
	only back of the main character should be visible on the screen	
	The screen should be similar to the vision of main character	
	it should always follow the enemy characters	
37. Multiple Choic	ee: Unity prefabs are closely related to	Points
Question	Unity prefabs are closely related to	
Answer	Function overloading	
	function overriding	
	o inheritance	
	encapsulation	
20 M.W.L. 01-1-	e: Which one of the given below is not a	Points
38. Multiple Choic	e. Trinon one or the given below to not u	

