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Microsoft

Exam 98-374

MTA: Gaming Development Fundamentals

Version: 6.0

[Total Questions: 153]

Question No : 1 HOTSPOT

: 57 HOTSPOT

You are working on the collision system for your new game project. You have the following code that detects collisions between two objects in a 2D screen orientation:

```
Struct Rect
{
   float xMin;
   float xMax;
   float yMin;
   float yMax;

   Rect(float xMin, float yMin, float xMax, float yMax);
}

Rect rRect = new Rect(0.0f, 0.0f, 100.0f, 100.0f);
Vector2 vPoint = new Vector2(50.0f, 50.0f);

if (vPoint.x > rRect.xMin && vPoint.x < rRect.xMax)
{
   if (vPoint.y > rRect.yMin && vPoint.y < rRect.yMax)
   {

   }
}
```

The screen origin (0,0) is at the top left of the screen.

Use the drop-down menus to complete each statement. Each correct selection is worth one point.

Answer Area

When both **if** statements evaluate to be true, then a ... collision is detected. [dropdown]

The rectangle created by the code segment is in the ... section of the screen. [dropdown]

Answer Area

When both **if** statements evaluate to be true, then a ... collision is detected.

[▼]

point inside of circle
point inside of rectangle
rectangle inside of point
rectangle to rectangle

The rectangle created by the code segment is in the ... section of the screen.

[▼]

top left
top right
bottom left
bottom right

Answer:

Answer Area

When both **if** statements evaluate to be true, then a ... collision is detected.

[▼]

point inside of circle
point inside of rectangle|
rectangle inside of point
rectangle to rectangle

The rectangle created by the code segment is in the ... section of the screen.

[▼]

top left
top right
bottom left
bottom right

Explanation:

Answer Area

When both **if** statements evaluate to be true, then a ... collision is detected.

point inside of circle
point inside of rectangle
rectangle inside of point
rectangle to rectangle

The rectangle created by the code segment is in the ... section of the screen.

top left
top right
bottom left
bottom right

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Question No : 2

You are creating a game that requires a large amount of text entry.

Which two input devices offer a one-to-one mapping of buttons to letters in the alphabet? (Choose two.)

A. Xbox 360 Chatpad
B. Kinect
C. PC keyboard
D. Xbox 360 controller
E. PC mouse

Answer: A,C

Explanation: http://msdn.microsoft.com/en-us/library/bb975640.aspx
http://msdn.microsoft.com/en-us/library/gg680270(v=pandp.11).aspx

Question No : 3

Which 3D transformation changes a model's coordinates into camera-space coordinates?

A. Projection
B. view
C. Screen
D. world

Answer: B

Explanation: http://stackoverflow.com/questions/1309154/xna-view-matrix-seeking-explanation

Question No : 4

Which description refers to a high-definition monitor that supports 1080p?

A. Every horizontal inch consists of 1080 pixels.
B. The image on the screen consists of 1080 pixels.
C. The screen resolution is 1080 pixels in height.
D. The screen resolution is 1080 pixels in width.

Answer: A

Explanation: http://peripherals.about.com/od/monitorsdisplayscreens/a/whatsHD.htm

Question No : 5 HOTSPOT

You need to identify the characteristics of a game when the player is in first-person view.

For each of the following statements, select Yes if the statement is true. Otherwise, select No. Each correct selection is worth one point.

Yes	No	Player View
○	○	Players see the world around their character, but they do not see their character's body.
○	○	Players see the world around their character, and they see their character's body from a few feet behind the character.
○	○	The main character is the first character that players see. All other characters are seen later in the game in order of importance.

Answer:

Yes	No	Player View
☑	○	Players see the world around their character, but they do not see their character's body.
○	☑	Players see the world around their character, and they see their character's body from a few feet behind the character.
○	☑	The main character is the first character that players see. All other characters are seen later in the game in order of importance.

Explanation:

Yes	No	Player View
▢	○	Players see the world around their character, but they do not see their character's body.
○	▢	Players see the world around their character, and they see their character's body from a few feet behind the character.
○	▢	The main character is the first character that players see. All other characters are seen later in the game in order of importance.

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Question No : 6

: 105

What is needed for separate modular game components to work together without knowing that the other component exists?

A. Both components must be singletons
B. An Application Programming Interface (API)
C. One component must be a singleton
D. A messaging system

Answer: D

Question No : 7

Which three analog input devices can be used for game control? (Choose three.)

A. Standard mouse movement
B. Standard keyboard
C. Standard mouse button
D. Xbox 360 GamePad thumbstick
E. Xbox 360 GamePad button
F. Xbox 360 GamePad trigger

Answer: D,E,F
Explanation: http://msdn.microsoft.com/en-
us/library/bb203896(v=xnagamestudio.31).aspx

Question No : 8 DRAG DROP

Match each term to its definition. (To answer, drag each term from the column on the left to its definition on the right. Each term may be used once, more than once, or not at all. Each correct match is worth one point.)

Term	Definition	
Force	The movement of an object in a given direction over time	
Mass	The change in speed or direction of a moving object	
Velocity	An object's tendency to resist change in speed or direction	
Acceleration	A push or pull upon an object because of the object's interaction with anothe	
Inertia	The weight of an object	

Answer:

Term	Definition	
Force	The movement of an object in a given direction over time	Velocity
Mass	The change in speed or direction of a moving object	Acceleration
Velocity	An object's tendency to resist change in speed or direction	Inertia
Acceleration	A push or pull upon an object because of the object's interaction with anothe	Force
Inertia	The weight of an object	Mass

Explanation:

The movement of an object in a given direction over time	Velocity
The change in speed or direction of a moving object	Acceleration
An object's tendency to resist change in speed or direction	Inertia
A push or pull upon an object because of the object's interaction with anothe	Force
The weight of an object	Mass

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http://www.chegg.com/homework-help/definitions/science-physics-s2

Question No : 9

In animation, what is a keyframe?

A. The method of changing one image into another through a seamless transition.
B. A technique to determine bone positions.
C. A rotoscoping technique.
D. The starting and ending points of a transition.

Answer: D

Explanation: http://msdn.microsoft.com/en-us/library/ie/hh673530(v=vs.85).aspx#create_the_keyframes

Question No : 10 DRAG DROP

Match each GraphicsDevice method to its purpose. (To answer, drag each method from the column on the left to its purpose on the right. Each method may be used once, more than once, or not at all. Each correct match is worth one point.)

Method
DrawUserPrimitives
DrawIndexedPrimitives
DrawUserIndexedPrimitives

Purpose	
Renders the primitive from data specified by the user as a parameter.	
Renders the primitive from indexed data specified by the user as a parameter.	
Renders the primitive from a pre-specified indexed array of vertices.	

Answer:

Method
DrawUserPrimitives
DrawIndexedPrimitives
DrawUserIndexedPrimitives

Purpose	
Renders the primitive from data specified by the user as a parameter.	DrawUserPrimitives
Renders the primitive from indexed data specified by the user as a parameter.	DrawIndexedPrimitives
Renders the primitive from a pre-specified indexed array of vertices.	DrawUserIndexedPrimitives

Explanation:

Renders the primitive from data specified by the user as a parameter.	DrawUserPrimitives
Renders the primitive from indexed data specified by the user as a parameter.	DrawIndexedPrimitives
Renders the primitive from a pre-specified indexed array of vertices.	DrawUserIndexedPrimitives

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http://msdn.microsoft.com/en-us/library/microsoft.xna.framework.graphics.graphicsdevice_methods.aspx

Question No : 11

With regard to a high-level shading language (HLSL) effect file, which two shaders are required for a technique to function properly? (Choose two.)

A. vertex
B. Hull
C. Domain
D. Pixel
E. Geometry

Answer: D,E

Explanation: http://msdn.microsoft.com/en-us/library/windows/desktop/bb509635(v=vs.85).aspx

Question No : 12

Which namespace must be included in your XNA code to support a game pad, a keyboard, and a mouse?

A. Microsoft.Xna.Framework.Design
B. Microsoft. Xna.Framework. Media
C. Microsoft.Xna.Framework. Input
D. Microsoft.Xna.Framework.Net
E. Microsoft.Xna.Framework.GamerServicea
F. Microsoft.Xna.Framework.Storage

Answer: C

Explanation: http://msdn.microsoft.com/en-us/library/microsoft.xna.framework.input.aspx

Question No : 13

In an XNA Game Studio 4.0 project, what is the name of the process that imports and transforms an art asset from its original file format into a data file that can be loaded at run time?

A. Content Processor
B. Content Pipeline
C. Content Importer
D. Content Manager

Answer: B

Explanation: http://msdn.microsoft.com/en-us/library/bb447745.aspx

Question No : 14

Which XNA class contains skeletal animation data when a model file is loaded into memory?

A. BoneContent
B. Children
C. Parent
D. Animations

Answer: A

Explanation: http://msdn.microsoft.com/en-us/library/microsoft.xna.framework.content.pipeline.graphics.aspx

Question No : 15 HOTSPOT

: 45 HOTSPOT

For each of the following statements, select Yes if the statement is true. Otherwise, select No. Each correct selection is worth one point.

Answer Area

Yes	No	Description of Behavior
○	○	Transmission Control Protocol (TCP) ensures that all packets are received by the server.
○	○	TCP maintains a connection between the client and the server until all data is transmitted.
○	○	TCP ensures that packets are received in the correct order.

Answer:

Answer Area

Yes	No	Description of Behavior
○	○	Transmission Control Protocol (TCP) ensures that all packets are received by the server.
○	○	TCP maintains a connection between the client and the server until all data is transmitted.
○	○	TCP ensures that packets are received in the correct order.

Question No : 16

What asset contains the individual frames of a 2D animation?

A. A sprite sheet (atlas)
B. A texture map
C. A graphics palette
D. A shader

Answer: A

Explanation: http://msdn.microsoft.com/en-us/library/bb203866.aspx

Question No : 17

You are developing a game for Windows Phone 7.

To maintain a high score list on a web server, which Microsoft .NET class should you use to send and receive data by using a web service?

A. PacketReader
B. NetworkSession
C. UdpClient
D. HttpWebRequest

Answer: D

Explanation: http://msdn.microsoft.com/en-us/library/hh221581.aspx

Question No : 18

When loading an XNA Texture2D asset, what type of parameter should you pass to the Content.LoadQ method?

A. The alpha value that must be applied to the bitmap asset
B. The directory in which the bitmap asset is stored
C. The mesh on which the bitmap asset will be loaded
D. A string that contains the name of the bitmap asset

Answer: D

Explanation: http://msdn.microsoft.com/en-us/library/bb197848.aspx

Question No : 19

: 58

You plan to write an XNA code segment in C# to reverse the direction of the ball when it collides with a screen boundary.

You write the following code segment.

```
if (ball.Y > Window.ClientBounds.Height)
{
  ball.ySpeed *= -1;
}
else if (ball.Y < 0)
{
  ball.ySpeed *= -1;
}
if (ball.X > Window.ClientBounds.Width)
{
  ball.xSpeed *= -1;
}
else if (ball.X < 0)
{
  ball.xSpeed *= -1;
}
```

When you run the code, you discover that sometimes the ball gets stuck at the boundary resulting in a ping-pong effect back and forth.

What error causes the ping-pong effect?

A. The failure of the code to speed up the ball while it is reversing the direction
B. The failure of the code to reset the ball's position to the boundary on collision
C. The failure of the code to wait one frame before reversing the direction of the ball
D. The failure of the code due to accumulated math errors that break the collision detection

Answer: B

Question No : 20

A row major matrix means that the translation vector is stored in the:

A. last row.
B. first row.
C. last column.
D. first column.

Answer: D
Explanation: http://msdn.microsoft.com/en-us/library/bb203910.aspx

Question No : 21

Which method refers to the rendering technique where a low-resolution texture is used at long range and a high-resolution texture is used at close range?

A. Nearest-point filtering
B. Anisotropic filtering
C. Mipmapping
D. Texture atlas

Answer: C
Explanation: http://msdn.microsoft.com/en-us/library/ms892793.aspx

Question No : 22

What is the default setting for TargetElapsedTime in an XNA project that uses a fixed-step game loop?

A. l second
B. 1/2 second
C. 1/30 second
D. 1/60 second

Answer: D

Explanation: http://msdn.microsoft.com/en-us/library/microsoft.xna.framework.game.targetelapsedtime.aspx

Question No : 23

: 92

Which type of software tool should you use to map an armature or bone structure to a 3D mesh for use by a physics engine?

A. Game engine
B. C++ compiler
C. UV light mapping
D. Modeling software
E. Integrated development environment

Answer: D

Question No : 24

You want to create the world matrix for a single mesh that will be rendered with transformations.

In Direct3D, which transformation should come last in the world calculation to properly transform the mesh in the scene?

A. Rotation
B. Perspective
C. Transform
D. Scaling
E. Translation

Answer: E

Explanation: http://msdn.microsoft.com/en-us/library/bb203933.aspx

Question No : 25

What are the two most common game-play attributes found in a social networking game? (Choose two.)

A. Photo-realistic game characters
B. Support for offline single-player game-play
C. Interaction with known friends
D. Invitation to others to play online

Answer: C,D

Explanation: http://msdn.microsoft.com/en-us/library/bb975961.aspx

Question No : 26

Which XNA game class method is called to process game logic such as modifying the geometry of a game scene or working with user input?

A. Game.LoadContent
B. Game.Initialize
C. Game.Draw
D. Game.Update

Answer: D

Explanation: http://msdn.microsoft.com/en-

us/library/microsoft.xna.framework.game.update.aspx

Question No : 27

Which are the two common features of a casual game? (Choose two.)

A. A large group of players
B. The ability to quickly complete a task or level
C. A comprehensive setup process
D. Simple rules and game play

Answer: B,D

Explanation: http://www.codemag.com/Article/0709041

Question No : 28

: 62

This question requires that you evaluate the underlined text to determine if it is correct.

High Level Shading Language (HLSL) provides an interface for the programmable pipeline to the graphics card.

Select the correct answer if the underlined text does not make the statement correct. Select "No change is needed" if the underlined text makes the statement correct.

A. No change is needed
B. XAML
C. C#
D. C++

Answer: A

Question No : 29

Which method should you use for Xbox Live networking to function correctly on the Xbox 360 and Windows PC devices?

A. Game.Update()
B. NetworkGamer.UpdateQ
C. NetworkData.Update()
D. NetworkSession.Update()

Answer: D

Explanation: http://msdn.microsoft.com/en-us/library/microsoft.xna.framework.net.networksession.update.aspx

Question No : 30

What technique is used to insert transitional frames between key frames?

A. Gimbal lock
B. Interpolation
C. Interleaving
D. Extrapolation

Answer: B

Explanation: http://www.codeproject.com/Articles/417272/How-to-perform-fading-transitions-on-Textures-in-X

Question No : 31

Which system is used to manage data during game startup and game-play?

A. State machine
B. Shaders
C. Exception handling
D. Callbacks

Answer: A

Explanation: http://www.evelands.net/evan/xna03.php

Question No : 32

Which XNA object should you use in your game to get the screen size?

A. Microsoft .Xna.Framework.Graphics.RasterizerState
B. Microsoft.Xna.Framework.Media
C. Microsoft.Xna.Framework.Graphics.SpriteBatch
D. Microsoft.Xna.Framework.GraphicsDeviceManager.GraphicsDevice.DisplayMode

Answer: D

Explanation: http://msdn.microsoft.com/en-us/library/microsoft.xna.framework.graphics.graphicsdevice.displaymode.aspx

Question No : 33

Which Microsoft .NET namespace contains the classes required to perform the following tasks:

  ✐ Creating a TCP or UDP network connection
  ✐ Transmitting data

A. System.Net.Cache
B. System.Net.PeerToPeer
C. System.Net.Sockets
D. System.Net.Configuration

Answer: C

Explanation: http://msdn.microsoft.com/en-us/library/system.net.sockets(v=vs.95).aspx

Question No : 34 DRAG DROP

You are going to apply for a job as a gameplay programmer.

You need to understand game programming terminology.

Match the term to the definition. (To answer, drag the appropriate term from the column on the left to its definition on the right. Each term may be used once, more than once, or not at all. Each correct match is worth one point.)

Answer Area

artificial intelligence	
collision detection	
physics	
user interface	

Term	Definition
	Code that determines if objects in the game are intersecting or overlapping.
	Code that determines how objects in the game interact with each other and the environment.
	Code that creates elements in the game to display information and receive player input.
	Code that controls the movements and actions of non-player characters.

Answer:

Answer Area

artificial intelligence	
collision detection	
physics	
user interface	

Term	Definition
collision detection	Code that determines if objects in the game are intersecting or overlapping.
physics	Code that determines how objects in the game interact with each other and the environment.
user interface	Code that creates elements in the game to display information and receive player input.
artificial intelligence	Code that controls the movements and actions of non-player characters.

Explanation:

Term	Definition
collision detection	Code that determines if objects in the game are intersecting or overlapping.
physics	Code that determines how objects in the game interact with each other and the environment.
user interface	Code that creates elements in the game to display information and receive player input.
artificial intelligence	Code that controls the movements and actions of non-player characters.

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http://www.digitalrune.com/Products/GameEngine/GameUI.aspx

http://cplus.about.com/od/glossar1/

Question No : 35

Which two are the benefits of using a quaternion? (Choose two.)

A. To transform a mesh to a new orientation
B. To connect armatures to mesh vertices
C. To find the normal of a plane
D. To implement transparency
E. To perform rotation calculations

Answer: C,E

Explanation: http://blogs.msdn.com/b/rezanour/archive/2012/04/29/math-primer-series-rotation-representations-and-quaternions.aspx

Question No : 36

Which two types of values can be captured by sensors used in motion capture? (Choose two.)

A. Pressure
B. Orientation
C. Length
D. Position
E. Force

Answer: B,D

Explanation: http://channel9.msdn.com/coding4fun/kinect/Real-Time-Motion-Capture-using-Kinect-XNA-and-the-DigitalRune-Engine

Question No : 37

: 152

This question requires that you evaluate the underlined text to determine if it is correct.

Adaptive difficulty means that the goals, quests, and activities of the game have a level of difficulty that randomly changes regardless of the player's level of skill.

Select the correct answer if the underlined text does not make the statement correct. Select "No change is needed" if the underlined text makes the statement correct.

A. No change is needed
B. Increases with
C. Exceeds
D. is Similar to

Answer: D

Question No : 38

: 136

You plan to use a radial collision-detection algorithm to detect the circle collision. You assume that the first circle is located at (x1.y1) with a radius of radius1 and the second circle is located at (x2,y2) with a radius of radius2.

Which algorithm will return true when the circles collide with each other?

```
○ A.    int dx = x2 - x1;
        int dy = y2 - y1;
        int radii = radius1 + radius2;
        if( (dx*dx) + (dy*dy) < radii + radii )
        {
          return true;
        }
        else
        {
          return false;
        }
```

```
○ B.    if( Math.Sqrt(Math.Pow((x2-x1),2) + Math.Pow((y2-y1),2))
          <=(radius1 + radius2) )
        {
          return true;
        }
        else
        {
          return false;
        }
```

```
○ C.    int dx = x2 - x1;
        int dy = y2 - y1;
        int radii = radius1 - radius2;
        if( (dx*dx) - (dy*dy) < radii + radii )
        {
          return true;
        }
        else
        {
          return false;
        }
```

```
○ D.    if( Math.Sqrt((x2-x1) * (x2-x1) - (y2-y1) * (y2-y1))
          < (radius1 - radius2) )
        {
          return true;
        }
        else
        {
          return false;
        }
```

A. Option A
B. Option B
C. Option C
D. Option D

Answer: B

Question No : 39

What is the minimum data required to render triangles in a graphics pipeline?

A. Color data
B. Vertex data
C. Normal data
D. UV coordinate data

Answer: B

Explanation: http://rbwhitaker.wikidot.com/drawing-triangles

Question No : 40

Which two terms refer to the computer programming that you use to create a game? (Choose two.)

A. Data
B. Game engine
C. Source code
D. Integrated development environment
E. Assets

Answer: C,E

Explanation: http://msdn.microsoft.com/en-us/library/bb464156.aspx

Question No : 41

Which three audio codecs are natively supported by Windows Phone 7? (Choose three.)

A. OGG
B. MP3
C. WMA
D. AIFF
E. ADPCM

Answer: B,C,E

Explanation: http://msdn.microsoft.com/en-us/library/cc189080(vs.95).aspx

Question No : 42

Which vector operation gives the cosine of the angle between two vectors?

A. Cross product
B. Addition
C. Dot product
D. Multiplication

Answer: C

Explanation: http://msdn.microsoft.com/en-us/library/microsoft.xna.framework.vector2.dot.aspx

Question No : 43

: 90

You are designing a reusable text input component for a game's graphical user interface (GUI).

Which two game engine resources make a text input field functional? (Choose two.)

A. Pixel shader
B. Key input
C. Mouse input
D. Timer services

Answer: A,B

Question No : 44

Which XNA method allows you to build a matrix to move scene geometry on one or more axes?

A. Matrix.Determinant()
B. Matrix.CreateLookAt()
C. Matrix.Invert()
D. Matrix.Createtranslation()

Answer: D

Explanation: http://msdn.microsoft.com/en-us/library/microsoft.xna.framework.matrix.createtranslation.aspx

Question No : 45

You develop a new Windows game.

The game must have a programmable graphics pipeline and be able to display graphics.

Which tool should you use?

A. DirectComposition
B. XAML
C. DirectX
D. Windows Imaging Component (WIC)

Answer: C

Explanation: http://msdn.microsoft.com/en-us/library/dd904179(v=xnagamestudio.31).aspx

Question No : 46

What is the name of the Microsoft service that allows you to host, run, and scale your server-side applications on a Microsoft data center?

A. Microsoft Azure
B. Microsoft Virtual Server
C. Microsoft Office SharePoint
D. Microsoft BizTalk Server

Answer: A

Explanation: http://msdn.microsoft.com/en-us/library/azure/dd163896.aspx

Question No : 47

The Xbox 360 save game data can be read from and written to:

A. Title storage.
B. Protected memory.
C. User storage.
D. Content pipeline.

Answer: C

Explanation: http://msdn.microsoft.com/en-us/library/bb199073.aspx

Question No : 48

Which is the correct version of Microsoft .NET Framework available on the Xbox 360 and Windows Phone 7 platforms?

A. .NET Framework Client Profile
B. .NET Micro Framework
C. .NET Framework 4.0
D. .NET Compact Framework

Answer: D

Explanation: http://msdn.microsoft.com/en-us/library/bb417503.aspx#ID4ENB
http://msdn.microsoft.com/en-us/library/bb788171%28v=vs.90%29.aspx

Question No : 49

Which matrix is changed from one frame render to the next only when the position or orientation of the camera is changed?

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