Microsoft

Exam 98-374

MTA: Gaming Development Fundamentals

Version: 6.0

[Total Questions: 153]

CERTKILL

Question No : 1

Which three platforms are supported by XNA 4.0? (Choose three.)

A. Xbox 360
B. windows PC
C. Xbox
D. Windows Phone 7
E. Microsoft Zune HD

Answer: A,B,D

Explanation: http://msdn.microsoft.com/en-us/library/dd282466.aspx

Question No : 2

Of Windows Phone 7 and Xbox 360, which feature is available only on Windows Phone 7?

A. Xbox LIVE access
B. Multitouch input
C. 3D graphics support
D. Multiplayer support

Answer: B

Explanation: http://msdn.microsoft.com/en-us/library/hh221584.aspx

Question No : 3

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 : 4

Which aspect of the game interface is commonly used to display critical game information such as player health?

A. Heads-up display (HUD)
B. status bar
C. Dialog box
D. Text box

Answer: B

Explanation: http://code.google.com/p/xnaprogressbar/

Question No : 5

Which device is a game console?

A. Windows 7 PC
B. Windows Phone 8
C. Xbox 360
D. Windows RT Tablet

Answer: C

Explanation: http://msdn.microsoft.com/en-us/library/bb975643.aspx

Question No : 6

Which game genre includes the following characteristics?

✎ A player controlling a character or a small group of characters
✎ Story

⯑ Character development
⯑ Exploration
⯑ Quests
⯑ Item gathering

A. Role-playing game
B. Action
C. Adventure
D. Real-time strategy

Answer: A

Explanation: http://ds.about.com/od/glossary/g/Rpg-Role-Playing-Game.htm

Question No : 7

Which type of graphical user interface (GUI) control allows a user to choose only one item from a predefined set of options that are always visible?

A. Drop-down list
B. Text box
C. Radio button
D. Check box

Answer: C

Explanation: http://davisxna.wordpress.com/2011/03/31/xna-controls-buttons-labels-pictureboxes-2/

Question No : 8 DRAG DROP

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

Genre	Game-play	
Action	Capture the flag	
Turn-based strategy	Construction management	
Role-playing game	Character development	
First-person shooter	Dexterity required	

Answer:

Genre	Game-play	
Action	Capture the flag	First-person shooter
Turn-based strategy	Construction management	Turn-based strategy
Role-playing game	Character development	Role-playing game
First-person shooter	Dexterity required	Action

Question No : 9

Artificial life games and high-performance racing games are sub-genres of:

A. Adventure.
B. Action.
C. Strategy.
D. Simulation.

Answer: D

Explanation: http://gamersen.com/game_categorization

Question No : 10

Which two terms refer to the collection of 3D models, 2D images, sound, and music? (Choose two.)

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

Answer: A,B

Explanation: http://gamedevelopedia.com/category/XNA-40-Workshop.aspx

Question No : 11

CERTKILL

In Microsoft .NET you want to read and write files to a location that is protected from malicious interaction with the operating system and applications.

Which data storage mechanism should you use?

A. IsolatedStorage
B. SafeStorage
C. LocalStorage
D. ApplicationStorage

Answer: A

Explanation: http://msdn.microsoft.com/en-us/library/3ak841sy(v=vs.110).aspx

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Question No : 12 HOTSPOT

: 12 HOTSPOT

You design a user interface (UI) for a touch screen.

Players report that the Fight and Flee buttons on the UI below are difficult to use. The specific issues are:

- The buttons do not always respond when touched.
- The buttons seem to misfire. When one button is touched, the opposite button is triggered.

You validate that the underlying code is not the cause of the problem.

You need to resolve the player input issues.

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

Answer Area

To solve the responsiveness issue, the ... of the buttons should be increased.

[▼]

To solve the misfire issue, the ... of the buttons should be increased.

[▼]

Answer Area

To solve the responsiveness issue, the ... of the buttons should be increased.

[▼]
| font |
| size |
| opacity |
| distance |

To solve the misfire issue, the ... of the buttons should be increased.

[▼]
| font |
| size |
| opacity |
| distance |

Answer:

Answer Area

To solve the responsiveness issue, the ... of the buttons should be increased.

font
size
opacity
distance

To solve the misfire issue, the ... of the buttons should be increased.
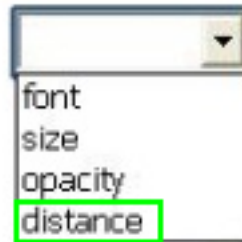
font
size
opacity
distance

Question No : 13

Which view shows the game world through the character's eyes?

A. Side scrolling
B. Third person
C. First person
D. Isometric

Answer: C

Explanation: http://msdn.microsoft.com/en-us/library/bb197901.aspx

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Question No : 14

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

You develop a game that stores high scores on the hard drive of a personal computer.

You need to ensure that users cannot edit the scores by using Microsoft Notepad.

The scores should be stored in a/an binary data format.

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. HTML
C. XML
D. plain text

Answer: C

Explanation: http://msdn.microsoft.com/en-us/library/bb203924.aspx

Question No : 15

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Which two descriptions does the term grinding refer to? (Choose two.)

A. A way of getting extra experience points.
B. A common method of saving a game state.
C. A team effort to assault a castle in medieval-style role-playing games.
D. A repetitive task or battle necessary to progress the plot of a quest.

Answer: A,D

Question No : 16

What type of special effect is a feature of Phong shading?

A. Specularity
B. Shadows
C. Texture mapping
D. Colors

Answer: A

Explanation: https://www.packtpub.com/article/introduction-hlsl-3d-graphics-xna-game-studio-40

Question No : 17

In game programming, delta-time is:

A. The time between when an app starts and the current frame.
B. The required frames per second (FPS) for the app.
C. The time when the operating system's clock time was captured inside the app.
D. The time in between two frames.

Answer: D

Explanation: http://msdn.microsoft.com/en-us/library/bb975644(v=xnagamestudio.31).aspx

Question No : 18

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 : 19

You need to implement a Direct3D-based rendering system for a 3D game.

Which method is called to create a Direct3D object in your application?