

Potential Questions for Exam 2

Prof. Jim Whitehead
CMPS 80K, Winter 2006
February 28, 2006

Overview

- These questions are provided as a study aid.
- Any material covered between the first and second exams, either in class or in the readings, may potentially be used in a test question.
- You are expected to use these questions as one of multiple sources of information in developing a study strategy for the exam.
- The exam will be closed-notes, closed-book.

Game Maker Questions

- Expect many Game Maker questions
- What is a sprite? What is an object? How are they different?
- What are events? What are actions?
 - How do events and actions work together?
- You should know the meaning of all of the Game Maker event types
 - Create event, step event, collision event, keyboard event especially

Game Maker Questions

- Which objects in a collision receive collision events?
- What is a step? What is the difference between a begin step and an end step event?
- What is an alarm? How do you set an alarm? What happens when the alarm goes off? What is an alarm loop?
- What is a room? How do you move from one room to another?

Game Maker Questions

- What is a persistent object? When would you make an object persistent?
- How can you make a player character change its appearance depending on the direction it's moving?
- What is a path?
- What is inheritance? When would you use inheritance in Game Maker?
- What is inherited behavior? What is overriding?

Game Maker Questions

- What is a conditional?
- In Game Maker, where do you create conditionals
 - In the actions associated with an event
 - Or in Game Maker Language (GML)
- What is a variable?
- Where do you set variables?
 - In actions associated with an event
 - Variables are stored on objects

Game Maker Questions

- In Game Maker, how do you make a computer character fire towards the player?
- In Game Maker, how do you check to see if the player is close to a computer character?
- In Game Maker, how do you determine if a computer character can “see” the player?
- How can you use a state machine to represent computer character behavior?

Challenge/Conflict

- Why do loopholes in rules reduce or eliminate challenge?
- What are the following challenges?
 - Sensorimotor, spatial
 - Pattern recognition
 - Sequential reasoning
 - Resource management
 - Social reasoning
- Why does conflict make challenge personal?
- What are the main forms of conflict?

Interactivity

- What metaphor does Crawford use for interactivity?
- How can you determine whether a game has high or low interactivity?
- What is the “crunch per bit” ratio?
 - What are “crunch” and “bits” in this term?

Game Design Essays

- What are the traits of classic arcade games?
 - Which of these traits are borrowed from pinball?
- What are the benefits and drawbacks to custom controllers?
- How does Centipede achieve and manage tension?
 - What is the role of tension in gameplay?
- What is a non-regular topology? How does Adventure for the 2600 employ non-regular topology? How does this enhance gameplay?
- What is the role of tuning in developing a new game?

Narrative and Conversation

- What is Interactive Fiction?
- What is a parser? An inverse parser?
 - What is the problem with most interactive fiction parsers?
- What is the perceived tension between narrative and interactivity?
- What is an interactive drama?
- How does the game Façade (demoed in class) exemplify interactive drama?