

2D Game Development Practice Test Questions and Answers

1. What is 'tunneling' in 2D physics?

- A) An object passing through another due to high velocity
- B) An underground level mechanic
- C) A rendering artifact from z-ordering
- D) A collision response algorithm

2. What is 'tweening' in 2D animation?

- A) Interpolating values between keyframes to create smooth transitions
- B) Splitting a sprite sheet into frames
- C) Changing a sprite's collision shape
- D) Looping an animation continuously

3. Initiating an alarm action involves:

- A) Initiating a quick action
- B) Establishing an instance
- C) Keeping time when playing a game
- D) The timer counting down until an alarm event occurs

4. What is 'audio falloff' in 2D games?

- A) The reduction of sound volume as the listener moves farther from the source
- B) Audio that fades out at the end of a clip
- C) A filter that removes low frequencies
- D) The gradual increase in music tempo

Answers: 1-A 2-A 3-D 4-A

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