

Epic Games

(v1)

Introducing Unreal Engine Quiz 4

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Score: 100%

Passmark: 100%

Attempted: Wednesday, June 19, 2019

Attempt Number: 2

Time Taken: 00:00:33

Locked: No

Marking Required: No

1: Correct		You need to set your project up so a map file is loaded when you launch the editor. Would you modify this in the Project Settings?
Actual Answer	Answer Given	Yes, that is where the Maps and Modes settings are located.
		No, you would set this in the Editor Preferences.
		Yes, but you can also set this in the Editor Preferences.
		No, this is set on a per-level basis in World Settings.

2: Correct		Your project has a level for your menu that requires a separate Game Mode. Where would you set this Game Mode in the editor?
Actual Answer	Answer Given	World Settings
		Project Settings
		Modes panel
		Editor Preferences

3: Correct		During development, you decide you need to add platforms. Where can you easily add platforms to your project?
Actual Answer	Answer Given	Project Settings

		Editor Preferences
		World Settings
		The Build Dropdown Menu.