

# Epic Games

(v1)

## Introduction To AI with Blueprint Quiz 3

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Score: 100%

Passmark: 100%

Attempted: Wednesday, November 25, 2020

Attempt Number: 2

Time Taken: 00:03:11

Locked: No

Marking Required: No

<b>Question Type:</b> <b>Multiple Choice</b>	<b>Correct</b> You want to track if a Target Actor is currently being perceived by the AI. Which variable from the Stimuli Struct can help with this?	<b>Actual Answer</b>	<b>Answer Given</b>
Weight: 1		Successfully Sensed	Successfully Sensed
		Strength	
		Tag	
		Expiration Age	
<b>Question Type:</b> <b>Multiple Choice</b>	<b>Correct</b> The stimuli struct contains information about the Actor that observed changes.	<b>Actual Answer</b>	<b>Answer Given</b>
Weight: 1		TRUE	
		FALSE	FALSE
<b>Question Type:</b> <b>Multiple Choice</b>	<b>Correct</b> You have finished configuring the perception system and sight sense on the AI character, and now you want the player character to be perceivable by this sense. What component do you need to add to the player character in order for this to work?	<b>Actual Answer</b>	<b>Answer Given</b>
Weight: 1		Add and configure the AI Perception Stimuli Source component.	Add and configure the AI Perception Stimuli Source component.

		Add and configure the AI Perception component.		
		No component is necessary for the sight sense included with Unreal Engine.		
		Alter the collision channel of the Player Character's collision capsule.		
<b>Question Type: Multiple Choice</b>	<b>Correct</b> You have created a new AI character, and want to add several senses to it. Which component must be added?	<b>Actual Answer</b>	<b>Answer Given</b>	
Weight: 1		The AI Perception component.	The AI Perception component.	
		The AI Perception Stimuli Source component		
		No component is necessary in order to add the built in senses		
		Each sense is added as it's own component		
<b>Question Type: Multiple Choice</b>	<b>Correct</b> A perceived Actor will continue to be perceived by the AI perception system, even if it moves directly from the Sight Radius to the Lose Sight Radius.	<b>Actual Answer</b>	<b>Answer Given</b>	
Weight: 1		TRUE	TRUE	
		FALSE		
<b>Question Type: Multiple Choice</b>	<b>Correct</b> You have created an AI character, and you want them to move towards the player character once they have perceived them. How do you get access to the player's location?	<b>Actual Answer</b>	<b>Answer Given</b>	
Weight: 1		Access the Stimulus Location Variable from the Stimuli Structure.	Access the Stimulus Location Variable from the Stimuli Structure.	
		Create a Custom Event on the Player Character to respond to being perceived.		
		Access the Receiver Location Vector from the Stimuli Structure.		

		Use the Get Actor Location function on the Actor output of the 'OnTargetPerceptionUpdated' Event.		
<b>Question Type:</b> <b>Multiple Choice</b>	<b>Correct</b> The perception component allows a maximum of 2 senses.	<b>Actual Answer</b>	<b>Answer Given</b>	
Weight: 1		TRUE		
		FALSE	FALSE	
<b>Question Type:</b> <b>Multiple Choice</b>	<b>Correct</b> An unperceived Actor entering the Lose Sight Radius without first entering the Sight Radius will not be perceived by the AI perception system	<b>Actual Answer</b>	<b>Answer Given</b>	
Weight: 1		TRUE	TRUE	
		FALSE		