

Epic Games

(v1)

Introduction To AI with Blueprint Quiz 5

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Score: 100%

Passmark: 100%

Attempted: Wednesday, December 2, 2020

Attempt Number: 2

Time Taken: 00:02:06

Locked: No

Marking Required: No

Question Type: Multiple Choice	Correct EQS category of the gameplay debugger will only show results for queries the AI has used during the play session	Actual Answer	Answer Given
Weight: 1		TRUE	TRUE
		FALSE	
Question Type: Multiple Choice	Correct You are trying to add an EQS query from the Content Browser, but cannot find any EQS actors. What is the most likely cause?	Actual Answer	Answer Given
Weight: 1		EQS has not activated from the project settings menu	EQS has not activated from the project settings menu
		You must first create a folder named 'EQS'	
		EQS must be added when a project is first created	
		EQS can only be added from the Behavior Tree editor window	

Question Type: Multiple Choice	Correct You have created an EQS query that generates a very large list of items. You want to reduce this number by removing any item which fails a test you have created, ready for sorting with a subsequent test. What option should you select for 'Test Purpose'?	Actual Answer	Answer Given
Weight: 1	Filter.	Filter.	
	Filter and Score.		
	Score.		
	You cannot remove items from an EQS query, only reorder them.		
Question Type: Multiple Choice	Correct You want to create an EQS query that only performs tests on a particular class of Actor. How do you do this?	Actual Answer	Answer Given
Weight: 1	Use the Actor of Class Generator within the query.	Use the Actor of Class Generator within the query.	
	Use 'Get All Actors of Class' on the AI Character Blueprint and then reference this in the query.		
	It is not possible to perform an EQS query on specific actors.		
	Add each actor to an array as it is perceived by the AI character.		
Question Type: Multiple Choice	Correct Which category of AI theory contains The Behavior Tree structure and Blackboards?	Actual Answer	Answer Given
Weight: 1	The Think category.	The Think category.	
	The Sense category.		
	The Act category.		
	Does not apply to any category.		

Question Type: Multiple Choice	Correct You have added a Decorator to a movement Task in order to abort the Task at a specified distance.	Actual Answer	Answer Given
Weight: 1		On Result Change	On Result Change
		On Value Change	
		A Decorator is not suitable for this behavior	
		The Task will be aborted automatically when the correct distance is reached	
Question Type: Multiple Choice	Correct The EQS testing pawn automatically replaces the player context when running in the editor	Actual Answer	Answer Given
Weight: 1		TRUE	
		FALSE	FALSE
Question Type: Multiple Choice	Correct Which category of AI theory contains Navigation?	Actual Answer	Answer Given
Weight: 1		The Sense category.	The Sense category.
		The Think category.	
		The Act category.	
		Does not apply to any category.	
Question Type: Multiple Choice	Correct You want to continuously run a blueprint script from within the Behavior Tree, which tree node would you use to accomplish this?	Actual Answer	Answer Given
Weight: 1		A Service	A Service
		A Task	
		A Selector	
		A Sequence	

Question Type: Multiple Choice	Correct You have created an EQS query that returns several valid items. You want to add a new test that will keep each item, but provide them with a weighted value dependant on how closely match the criteria of the test. What option should you select for 'Test Purpose?'	Actual Answer	Answer Given
Weight: 1	Score	Score	
	Filter		
	Filter and Score		
	You cannot value items within a list without removing those with the lowest score.		
Question Type: Multiple Choice	Correct A single EQS query can make use of more than one Context.	Actual Answer	Answer Given
Weight: 1	TRUE	TRUE	
	FALSE		
Question Type: Multiple Choice	Correct You want to test out your new EQS query without running the game. How do you achieve this?	Actual Answer	Answer Given
Weight: 1	Create a new EQSTestingPawn and place it in the level.	Create a new EQSTestingPawn and place it in the level.	
	Add a testing pawn component to the existing player character.		
	Drag an EQS query from the Content Browser into the level.		
	It is not possible to test queries without launching the game		