

# Epic Games

(v1)

## Introduction to AI with Blueprint Quiz 1

Name: Yann GEFFROTIN

Score: 100%

Passmark: 100%

Attempted: Tuesday, November 24, 2020

Attempt Number: 2

Time Taken: 00:01:00

Locked: No

Marking Required: No

<b>Question Type:</b> <b>Multiple Choice</b>	<b>Correct</b> The high level sense/think/act framework matches exactly with the Unreal Engine implementation.	<b>Actual Answer</b>	<b>Answer Given</b>	
Weight: 1		TRUE		
		FALSE	FALSE	
<b>Question Type:</b> <b>Multiple Choice</b>	<b>Correct</b> Each category of AI theory within the framework is expected to work in complete isolation.	<b>Actual Answer</b>	<b>Answer Given</b>	
Weight: 1		TRUE		
		FALSE	FALSE	
<b>Question Type:</b> <b>Multiple Choice</b>	<b>Correct</b> Consider a feature that would use the position of other AI characters and the player character within the world to decide the best position to move to in order to surround the player. Which category of AI theory best describes this feature?	<b>Actual Answer</b>	<b>Answer Given</b>	
Weight: 1		The Think category	The Think category	
		The Sense category		
		The Act category		
		Does not apply to any category		

<b>Question Type:</b> <b>Multiple Choice</b>	<b>Correct</b> Consider a feature that would allow the AI character to know the position of AI within the world. Which category of AI theory best describes this feature?	<b>Actual Answer</b>	<b>Answer Given</b>
Weight: 1	The Sense category	The Sense category	
	The Think category		
	The Act category		
	Does not apply to any category		
<b>Question Type:</b> <b>Multiple Choice</b>	<b>Correct</b> You are considering prototyping an AI ability that allows them to attack a nearby character. Which category of AI theory best describes this feature?	<b>Actual Answer</b>	<b>Answer Given</b>
Weight: 1	The Act category	The Act category	
	The Sense category		
	The Think category		
	Does not apply to any category		
<b>Question Type:</b> <b>Multiple Choice</b>	<b>Correct</b> You want to quickly create an AI character that shares many abilities of the player character, what steps would you take to create this new character?	<b>Actual Answer</b>	<b>Answer Given</b>
Weight: 1	Duplicate the player character, and assign an AI controller to it.	Duplicate the player character, and assign an AI controller to it.	
	Assign an AI controller to the existing Player Character.		
	Place two Player Characters within the same level.		
	Place an AI Controller in the same folder as the Player Character.		