Homework 2

1. Which of the following platforms are supported by Unity3D for building and deployment?
A. Windows, macOS, Linux

B. iOS and Android

C. WebGL

D. PlayStation, Xbox, and Nintendo Switch

E. All of the above
Answer:_____

2. In Unity's Hierarchy window, what does the parent-child relationship between GameObjects represent?

A. A child GameObject automatically shares all scripts from its parent.

B. A child GameObject inherits the transform (position, rotation, scale) relative to its parent.

C. Parent and child GameObjects always render as one combined mesh.

D. The parent cannot be deleted if it has children.

Answer:_____

3. Which of the following statements about MonoBehaviour in Unity is incorrect?

A. MonoBehaviour is the base class from which every Unity script derives.

B. Methods like Start(), Update(), and OnCollisionEnter() are special MonoBehaviour event functions.

C. You must always override all MonoBehaviour methods when writing a script.

D. A script must be attached to a GameObject in order for its MonoBehaviour methods to run.

Answer:_____

4. Coding Question (Bonus)

Using the Eye–Brain test repo we discussed in class, implement a MonoBehaviour script called EyeController and BrainController that separately controls two existing GameObjects (e.g., Eye and Brain) under each set of EyeBrain GameObject (just random pick one from three). The controller should move those two GameObjects (eye and brain) according to simple rules. You can define your own rules of motion, linear motion, spinning, rotation, so on and so forth.