Exam Number/Code:98-374

Exam Name: MTA: Gaming
Development
Fundamentals

Version: Demo

QUESTION: 1

Which three platforms are supported by XNA 4.0? (Choose three.)

A. Xbox 360
B. windows PC
C. Xbox
D. Windows Phone 7
E. Microsoft Zune HD

Answer: A,B,D
Explanation: http://msdn.microsoft.com/en-us/library/dd282466.aspx

QUESTION: 2

Of Windows Phone 7 and Xbox 360, which feature is available only on Windows Phone 7?

A. Xbox LIVE access
B. Multitouch input
C. 3D graphics support
D. Multiplayer support

Answer: B
Explanation: http://msdn.microsoft.com/en-us/library/hh221584.aspx

QUESTION: 3

What are the two most common game-play attributes found in a social networking game?
(Choose two.)

A. Photo-realistic game characters
B. Support for offline single-player game-play
C. Interaction with known friends
D. Invitation to others to play online

Answer: C,D

Explanation: http://msdn.microsoft.com/en-us/library/bb975961.aspx

QUESTION: 4

Which aspect of the game interface is commonly used to display critical game information such as player health?

A. Heads-up display (HUD)
B. status bar
C. Dialog box
D. Text box

Answer: B
Explanation: http://code.google.com/p/xnaprogressbar/

QUESTION: 5

Which device is a game console?

A. Windows 7 PC
B. Windows Phone 8
C. Xbox 360
D. Windows RT Tablet

Answer: C
Explanation: http://msdn.microsoft.com/en-us/library/bb975643.aspx

QUESTION: 6

Which game genre includes the following characteristics?

A player controlling a character or a small group of characters Story
Character development
Exploration
Quests
Item gathering

A. Role-playing game
B. Action

C. Adventure

D. Real-time strategy

Answer: A

Explanation: http://ds.about.com/od/glossary/g/Rpg-Role-Playing-Game.htm

QUESTION: 7

Which type of graphical user interface (GUI) control allows a user to choose only one item from a predefined set of options that are always visible?

A. Drop-down list

B. Text box

C. Radio button

D. Check box

Answer: C

Explanation: http://davisxna.wordpress.com/2011/03/31/xna-controls-buttons-labels-pictureboxes-2/

QUESTION: 8

Match each game genre to its game-play. (To answer, drag each genre from the column on the left to its game-play on the right. Each genre may be used once, more than once, or not at all. Each correct match is worth one point.)

Genre	Game-play	
Action	Capture the flag	
Turn-based strategy	Construction management	
Role-playing game	Character development	
First-person shooter	Dexterity required	

Answer:

www.certasap.com original question and answer

Genre		Game-play	
Action		Capture the flag	First-person shooter
Turn-based strategy		Construction management	Turn-based strategy
Role-playing game		Character development	Role-playing game
First-person shooter		Dexterity required	Action

QUESTION: 9

Artificial life games and high-performance racing games are sub-genres of:

A. Adventure.
B. Action.
C. Strategy.
D. Simulation.

Answer: D
Explanation: http://gamersen.com/game_categorization

QUESTION: 10

Which two terms refer to the collection of 3D models, 2D images, sound, and music?
(Choose two.)

A. Game engine
B. Integrated development environment
C. Data
D. Assets
E. Source code

Answer: A,B
Explanation: http://gamedevelopedia.com/category/XNA-40-Workshop.aspx