

2D Game Development Practice Test Questions and Answers

1. What is a sprite in 2D game development?

- A) A 3D model
- B) A 2D image or animation used for game objects
- C) A sound effect
- D) A level design tool

2. Which coordinate system is typically used in 2D game engines?

- A) X and Y axes only
- B) X, Y, and Z axes
- C) Polar coordinates
- D) Spherical coordinates

3. What is the purpose of collision detection in 2D games?

- A) Creating visual effects
- B) Determining when game objects interact or overlap
- C) Managing game audio
- D) Optimizing graphics performance

4. Which technique is commonly used for character animation in 2D games?

- A) Motion capture
- B) Sprite sheet animation
- C) 3D rigging
- D) Volumetric rendering

Answers: 1-B 2-A 3-B 4-B

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