

# UCA Practice Test Questions and Answers

## 1. How does Unity handle sprite animation?

- A) Limits graphics
- B) Changes sprite images at specific intervals
- C) Reduces game performance
- D) Increases complexity

## 2. What is the purpose of prefabs in Unity?

- A) Limits game interaction
- B) Reusable GameObjects that can be instantiated multiple times
- C) Increases asset size
- D) Reduces game performance

## 3. How does Unity handle skeletal animation?

- A) Limits movement
- B) Controls the movement of characters' bones
- C) Reduces animation quality
- D) Increases game complexity

## 4. What is the role of buttons in UI design?

- A) Limits gameplay
- B) Allow players to trigger actions and interact with the game
- C) Reduces game flow
- D) Increases UI complexity

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

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