

Unity Certified Associate Game Developer Practice Test Questions and Answers

1. Which Unity component is responsible for rendering 3D objects in a scene?

- A) AudioSource
- B) MeshRenderer
- C) Collider
- D) Animation

2. What is the correct method to access a GameObject's Transform component in C# scripting?

- A) GetComponent<Transform>()
- B) transform (built-in property)
- C) FindTransform()
- D) TransformComponent()

3. Which Unity method is called once per frame during gameplay?

- A) Start()
- B) Update()
- C) Awake()
- D) OnEnable()

4. What is the purpose of Unity's Rigidbody component?

- A) To play audio files
- B) To add realistic physics behavior like gravity, collision response, and forces to GameObjects
- C) To control camera movement
- D) To manage user interface elements

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

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