

**考試編碼:98-374**

**考試名稱: MTA: Gaming Development  
Fundamentals**

**版本: 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/xnapprogressbar/>

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	<input type="text"/>
Turn-based strategy	Construction management	<input type="text"/>
Role-playing game	Character development	<input type="text"/>
First-person shooter	Dexterity required	<input type="text"/>

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](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>