Epic Games

(v1)

Introduction To AI with Blueprint Quiz 2

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Score: 100%
Passmark: 100%
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Time Taken: 00:02:25
Locked: No
Marking Required: No

Question Type: Multiple Choice	**Correct** **Why don't the AI bump into solid objects within the level?**	**Actual Answer**	**Answer Given**	
Weight: 1		There is no NavMesh underneath solid objects, so the AI will not walk there.	There is no NavMesh underneath solid objects, so the AI will not walk there.	
		The character movement component includes basic object avoidance		
		The AI controller includes a basic touch sense, which will avoid static objects.		
		The AI will automatically react to a collision with the capsule component		
Question Type: Multiple Choice	**Correct** **You are creating a game environment with only simple static collisions. For your AI to navigate around, would a Nav Mesh be the most performant solution?**	**Actual Answer**	**Answer Given**	
Weight: 1		TRUE	TRUE	
		FALSE		
Question Type: Multiple Choice	**Correct** **All agents within a level must use the same Navmesh.**	**Actual Answer**	**Answer Given**	
Weight: 1		TRUE		
		FALSE	FALSE	

Question Type: Multiple Choice	Correct While inspecting your navmesh, you notice that mesh is being generated in an area with a ceiling too low for the AI character to fit under. How can you prevent navmesh generating in this location without altering collision?	Actual Answer	Answer Given	
Weight: 1		Adjust the agent height in the RecastNavMesh actor to match the capsule collision volume of the AI character.	Adjust the agent height in the RecastNavMesh actor to match the capsule collision volume of the AI character.	
		Place the AI character underneath the ceiling and regenerate the nav mesh.		
		Add a nav mesh modifier volume and increase the cost value.		
		Adjust the draw offset of the navmesh from the RecastNavMesh actor		
Question Type: Multiple Choice	**Correct The navigation mesh shown in the gameplay debugger is identical to final nav mesh.**	**Actual Answer**	**Answer Given**	
Weight: 1		TRUE	TRUE	
		FALSE		
Question Type: Multiple Choice	**Correct You are creating a game with lots of dynamic physics objects that the AI will need to avoid. The nav mesh is suitable for this environment.**	**Actual Answer**	**Answer Given**	
Weight: 1		TRUE		
		FALSE	FALSE	

Question Type: Multiple Choice	Correct You are working with a large level, and would like to make several changes to the collision without the navigation mesh rebuilding automatically. How could you enable this behavior?	Actual Answer	Answer Given	
Weight: 1		Disable automatic nav mesh rebuilds in the Editor Preferences window	Disable automatic nav mesh rebuilds in the Editor Preferences window	
		Disable the Navigation show flag in the viewport		
		Disable collision for any AI characters within the level		
		Remove any AI characters from the level		
Question Type: Multiple Choice	**Correct** **You have created a new AI character that has a much larger collision capsule than the previous character. What changes do you need to make in order for the navmesh to be correct for this character?**	**Actual Answer**	**Answer Given**	
Weight: 1		Adjust Agent Radius in the Details panel of the RecastNavMesh Actor.	Adjust Agent Radius in the Details panel of the RecastNavMesh Actor.	
		Disable collision on the character.		
		Change the collision channel on the capsule of the AI Character.		
		Place the new AI character into the level and rebuild the Navigation mesh.		
Question Type: Multiple Choice	**Correct** **You want to have different AI's roam randomly. Where would you place the roaming logic so it can be easily managed across multiple AI?**	**Actual Answer**	**Answer Given**	
Weight: 1		Within the AI Controller	Within the AI Controller	

		Within the character Movement component		
		In the level blueprint		
		Within the Recast Navmesh Actor		
Question Type: Multiple Choice	**Correct** **You have created an area of the map that you would like to discourage the AI from using without making it inaccessible to the player. How would you achieve this?**	**Actual Answer**	**Answer Given**	
Weight: 1		Add a Nav Modifier Volume around the area and increase the cost.	Add a Nav Modifier Volume around the area and increase the cost.	
		Add a Nav Modifier Volume into the level and decrease the cost.		
		Add a Nav Modifier Volume into the level and change the area class to NavArea_LowHeight		
		Add a Nav Modifier Volume into the level and change the area class to NavArea_Null		
Question Type: Multiple Choice	**Correct** **You have just built a new level in your game and need to generate navigation mesh for it. What is the first thing you need to do?**	**Actual Answer**	**Answer Given**	
Weight: 1		Add a NavMeshBounds actor.	Add a NavMeshBounds actor.	
		Place an AI with a movement component into the level.		
		Place an AI with an AI Controller into the level.		
		Turn on the Navigation show flag in the viewport		