Epic Games

(v1)

Introduction To AI with Blueprint Quiz 4

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Score: 100%

Passmark: 100%

Attempted: Thursday, November 26, 2020

Attempt Number: 3

Time Taken: 00:02:21

Locked: No

Marking Required: No

Question Type: Multiple Choice	**Correct** You suspect there is a problem in your Behavior Tree logic, but execution during runtime is too fast for you to find it. Which built in debugging tool can you use to easily and reliably halt execution at each logical step?	**Actual Answer**	**Answer Given**	
Weight: 1		Set a breakpoint at the end of the suspect Sequence.	Set a breakpoint at the end of the suspect Sequence.	
		Add several wait Tasks into the Behavior Tree.		
		Use custom time dilation to slow the entire game down.		
		Manually press the pause button at the correct time.		
Question Type: Multiple Choice	**Correct** Composite nodes can have other composite nodes attached below them	**Actual Answer**	**Answer Given**	
Weight: 1		TRUE	TRUE	
		FALSE		

Question Type: Multiple Choice	Correct Within the gameplay debugger, you discovered an issue with a particular task. How can you quickly reference information regarding the issue while in the identified Behaviour Tree?	Actual Answer	Answer Given	
Weight: 1		Find the same order of operation number in the behavior tree	Find the same order of operation number in the behavior tree	
		Find a Task with the same name within the behavior tree		
		It is not possible without first setting a breakpoint in the behavior tree		
		Select the Task directly from the Gameplay Debugger		

Question Type: Multiple Choice	Correct Tasks must return success or fail in order for the task to function correctly within the tree.	Actual Answer	Answer Given	
Weight: 1		TRUE	TRUE	
		FALSE		

Question Type: Multiple Choice	Correct You have several nodes underneath a Selector Composite. The leftmost node has a Decorator observing a boolean blackboard key. When the boolean is set to true, you want to skip the remaining branches and reevaluate the whole tree. How do you accomplish this?	Actual Answer	Answer Given	
Weight: 1		Set the Decorator 'Observer Aborts' value to "both"	Set the Decorator 'Observer Aborts' value to "both"	
		Set the Decorator 'Observer Aborts' value to "self"		
		Set the Decorator 'Observer Aborts' value to "none".		
		Set the Decorator 'Observer Aborts' to "lower priority".		

Question Type: Multiple Choice	**Correct** You need to create a branch within your behavior tree that will give your AI several ways to successfully reach a goal. Which Composite node should you use?	**Actual Answer**	**Answer Given**	
Weight: 1		Selector	Selector	
		Sequence		
		A Composite is not required		
		Both a Sequence and Selector Composite		
Question Type: Multiple Choice	**Correct** You have created a task that finds a nearby valid location for the AI character to stand. How do you store this value so that it is accessible to other Tasks in the Behavior Tree?	**Actual Answer**	**Answer Given**	
Weight: 1		Store the value as a Blackboard Key	Store the value as a Blackboard Key	
		Store the value as a local variable within the Task		
		Store the value as a variable in the character controller		
		It is not possible to access this value from other Tasks.		
Question Type: Multiple Choice	**Correct** You want a Behavior Tree Sequence that should only execute when a particular Blackboard Key is set to a value of True. Which method allows for the most flexibility when adjusting from within the Behavior Tree?	**Actual Answer**	**Answer Given**	
Weight: 1		Add a Decorator to the Sequence that only allows execution when the boolean is set to true.	Add a Decorator to the Sequence that only allows execution when the boolean is set to true.	
		Add a Task as part of the sequence to check the status of the Blackboard key		

		Add logic to the Blueprint that manipulates the Blackboard Key to also abort the current Behavior Tree Task.		
		Add logic to the AI Controller Blueprint that checks for changes to the Blackboard Key.		

Question Type: Multiple Choice	Correct You need to create a branch within your behavior tree that instructs the AI to carry out a number of tasks in a set order without skipping any. What composite node should you use?	Actual Answer	Answer Given	
Weight: 1		Sequence	Sequence	
		Selector		
		A Composite is not required		
		Both a Sequence and Selector Composite		

Question Type: Multiple Choice	Correct Tasks can have nodes attached below them	Actual Answer	Answer Given	
Weight: 1		TRUE		
		FALSE	FALSE	

Question Type: Multiple Choice	Correct You have created a new behavior tree asset, and want your existing AI Character to use it. What changes do you need to make in order for this to happen?	Actual Answer	Answer Given	
Weight: 1		Add a 'Run Behavior Tree' function to the AIC Controller	Add a 'Run Behavior Tree' function to the AIC Controller	
		Add a Task to the Behavior Tree to find a suitable AI Character.		
		Associate the Behavior Tree with the AI Character using a Blackboard key.		
		Place the AI Character in the same folder as the Behavior Tree in the Content Browser.		