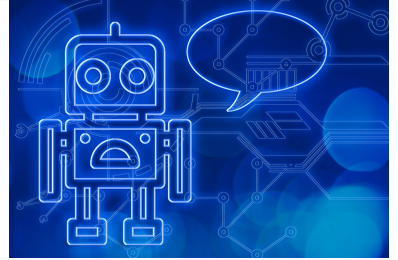


Coding

0 Spiele • 0 Spieler

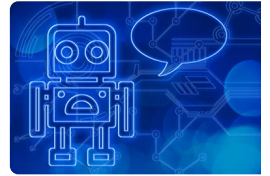
Ein öffentliches Kahoot



Fragen (10)

1 - Quiz

What is coding?



- The process of writing instructions for a computer. ✓
- Designing graphics for a game. ✗
- Testing a game on different platforms. ✗
- Modifying game rules during gameplay. ✗

2 - Quiz





What is a sprite?

20 Sekunden

- A code block that performs a specific task. ✗
- A 3D model used in a game. ✗
- A 2D image or character that can be manipulated or animated in a game. ✓
- A tool for debugging in a program. ✗





3 - Quiz

What is a variable?**20 Sekunden**

-  A specific point in the code where execution pauses. ✗
-  An action or event that triggers a response in the game. ✗
-  A named storage location in a program holding a changeable value. ✓
-  A function that performs a specific task in the game. ✗





4 - Quiz

What is a function?**20 Sekunden**

-  A tool for monitoring and fixing errors in a program. ✗
-  A reusable code block that performs a specific task. ✓
-  An algorithm for generating random numbers. ✗
-  An interface that allows control of the game. ✗





5 - Quiz

What is a loop?**20 Sekunden**

-  A programming structure repeating instructions until a condition is met. ✓
-  The movement of a game character across the screen. ✗
-  A collision between two objects in the game. ✗
-  A function that changes the appearance of a sprite. ✗





6 - Quiz

What is an event?**20 Sekunden**

-  An algorithm for generating random numbers. ✗
-  A flowchart that visualizes the program flow. ✗
-  An action or event in the game that triggers a response or behavior. ✓
-  A function that tracks the player's score in the game. ✗





7 - Quiz

What is a collision?**20 Sekunden**

-  An error in the program that needs to be fixed. ✗
-  A specific type of function in the programming language. ✗
-  When two objects in the game collide or overlap. ✓
-  A measure to optimize the performance of a game. ✗





8 - Quiz

What is debugging?**20 Sekunden**

-  The simulation of human-like intelligence in a computer system. ✗
-  Checking and fixing errors or bugs in a program. ✓
-  Creating graphics and animations for a game. ✗
-  Programming AI-controlled characters in a game. ✗





9 - Quiz

What is an asset?**20 Sekunden**

-  A value representing the player's progress in the game. ✗
-  An algorithm for calculating physical forces in a game. ✗
-  Any resource or component used in a game, like images, sounds, 3D models. ✓
-  A function for generating random numbers in a game. ✗

10 - Quiz

What is a game engine?**20 Sekunden**

-  A visual programming language for game development. ✗
-  An interface that allows control of a game. ✗
-  An algorithm for generating random numbers in a game. ✗
-  A software platf./framework providing tools/features for creating a game ✓

Credits für Ressourcen

Beschreibung: