



## Galactic Speedway Quiz Questions

### Lesson 1

Get Off the Ground - Save and Publish

1. How do you zoom the camera in and out?
  - a. Hold the left or right mouse button
  - b. Use a scroll-wheel or press W or S**
  - c. Press Z or X
2. When working on a game, how often should you save your work?
  - a. Every 10 minutes
  - b. After making a big change
  - c. When finished with Studio
  - d. All of the above**
3. Which password below can best protect an account?
  - a. 1234
  - b. Password
  - c. sp@ceYe@h!**
  - d. Your user name
4. Which is not one of the steps to building the speeder?
  - a. The Body
  - b. The Wings
  - c. Adding Decorations
  - d. Creating a Garage**
5. Publishing saves your work online, so you can access it on any computer.
  - a. True**
  - b. False
6. To move an object in a specific direction, you should:
  - a. Use the directional arrows with the Move Tool**
  - b. Select the object and drag it around
  - c. Use keyboard keys to move the object

# Lesson 2

## Adding Wings - Test the Speeder

1. Rotate snapping lets you do what to parts?
  - a. **Rotate parts a set amount a time**
  - b. Rotate and move parts together
  - c. Move parts on a grid
  - d. Set rotating to 45 degrees.
2. If Collisions are on, and you duplicate a wing, it'll appear:
  - a. **In the same place as the original wing**
  - b. Above the original wing
  - c. Somewhere in the garage
3. What should you do during a playtest?
  - a. Check if everything you built looks correct
  - b. Make sure your game works as expected
  - c. Play your game to see if everything feels correct
  - d. **All of the above**
4. A finished speeder should be placed into this part of the Explorer.
  - a. Workspace
  - b. **Garage**
  - c. Speeder Parts
  - d. Explorer
5. Which tab does not include the Move, Rotate, and Scale tools?
  - a. Home
  - b. Model
  - c. **View**
6. What keyboard press lets you duplicate objects?
  - a. D
  - b. **Ctrl + D or ⌘ + D**
  - c. Ctrl + Shift + D or ⌘ + Shift + D
7. The process of combining multiple objects into one model is:
  - a. **Grouping**
  - b. Combining
  - c. Joining
  - d. Welding
8. While building, you should always work in one camera angle, such as the top view or side view.
  - a. True
  - b. **False**

# Lesson 3

## Customize and Share - Invite Friends to Play

1. Scripts:
  - Are the same thing as code
  - **Hold code**
2. Roblox Studio scripts use which computer language:
  - **Lua**
  - Java
  - Boa
  - C++
3. What's the name of the script with variables that control a driftspeeder?
  - **Settings**
  - SpeederControls
  - MAX\_SPEED
  - Script
4. What variable changes how fast a driftspeeder can go?
  - **DefaultSpeed**
  - BoostSpeed
  - Speed
  - speederSpeed
5. Which of the following numbers for DefaultSpeed might cause issues for your speeder in-game?
  - 50
  - 200
  - **10000**
6. Once you upload a model to Roblox, what is one of the benefits you get?
  - You can reuse that model in another project
  - Other Roblox users can use your model
  - **All of the above**
7. After making a code change, you should:
  - **Playtest to see if your code works correctly**
  - Playtest to see if you have any gaps in your driftspeeder
  - Make more code changes
  - Continue working on your driftspeeder
8. A variable is:
  - **A placeholder for information that can be updated as needed**
  - A series of two or more steps that can be used over and over
  - A file that stores code