

T estpassport Q&A



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Exam : 98-374

**Title : MTA: Gaming Development
Fundamentals**

Version : Demo

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>

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>

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>

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/xnaprogressbar/>

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>