1. (5 points) Five one-point multiple-choice questions on the history of video games.

2. (10 points) One essay question on the social impact of video games.

3. (10 points) One essay question on game design.

4. (10 points) One essay question on game development teams.

5. (10 points) One essay question on language alternatives for games.

6. (10 points) One question on game programming basics.

7. (10 points) One essay question on game memory and I/O systems.

8. (10 points) One essay question on game testing.

9. (10 points) One essay question on game mathematics

10. (10 points) One essay question on game debugging.

11. (5 points) Five one-point matching questions on game data structures.