

FBLA Trivia Tester

By Ayush Satyavarpu, Eylam Tagor

Welcome to FBLA Trivia Tester! This game is designed to improve the studying experience for competitors in the seven written introductory competitions by gamifying the process of answering questions and learning from one's mistakes. More will be explained in the "Structure" section of this document.

Documentation

Event:

Computer Game and Simulation Programming

Development Software used:

Java SE 8, Processing 3

IDE:

Eclipse (Photon)

Photo Credits:

<https://longfordpc.com/images/moon-clipart-face-5.png>

<https://unixtitan.net/images/astronaut-clipart-7.png>

<http://cdn.desktopwallpapers4.me/wallpapers/digitalart/>

1920x1200/2/14858-grass-under-the-night-sky-1920x1200-digitalart-wallpaper.jpg

<http://clipart-library.com/newimages/bird-clip-art-18.png>

[https://encrypted-tbn0.gstatic.com/images?](https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcSNTl6mqv5b1CsGJpL0guJI91vxnToWzVoThIcfX9ZJ_01YKqnpzg)

[q=tbn:ANd9GcSNTl6mqv5b1CsGJpL0guJI91vxnToWzVoThIcfX9ZJ_01YKqnpzg](https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcSNTl6mqv5b1CsGJpL0guJI91vxnToWzVoThIcfX9ZJ_01YKqnpzg)

https://www.clipartmax.com/png/middle/112-1124331_fuel-mileagetuners-gas-station-icon.png

http://4vector.com/i/free-vector-kuba-arrow-button-set-clipart_117492_Kuba_Arrow_Button_Set_clip_art_hight.png

https://www.clipartmax.com/png/small/212-2124512_cones-png-clipartsafety-cone-png.png

<https://www.ebuyer.com/blog/wp-content/uploads/2018/01/earth-fromspace.jpg>

<http://www.fbla-pbl.org/media/FBLA-Logo-Color.png>

Additional Resources:

<https://processing.org/reference/>

<https://docs.oracle.com/javase/7/docs/api/>

<https://stackoverflow.com>

**Note: All icons and resources are free for non-commercial use*

How To Run:

Since the project was coded in Java, the Java Runtime Environment(JRE) is required to run the program. To install this, go to <https://www.oracle.com/technetwork/java/javase/downloads/jre8-downloads-2133155.html> and download the JRE that fits the computer. Once downloaded, open the zip folder and open the executable folder. Simply run the jar file by clicking on the file itself, and a popup will appear. ***NOTE-PROGRAM IS ONLY FUNCTIONAL ON WINDOWS OPERATING SYSTEMS 7 AND HIGHER***

Feature - JavaDocs:

Our program was thoroughly commented, but instead of using regular old java comments, we implemented a Java unique feature called Java docs. With Java docs, if the code is commented in a certain way, an AI will generate an “API” for your code with the click of a button. Included in our zip file is the javadocs for this program. To access these docs, open the doc folder and open the index.html file, and the javadoc will open in your default web browser.

Structure:

Upon opening the program, the user will see a welcome screen, leading to the introduction and instructions. After choosing the 5 competitions, the main menu will appear. This menu has seven options: go to each of the five conferences (each one with a different competition), proceeding to nationals, and quitting.

Inside each conference, the player must win a total of 4 minigames from the selection of 4 types of games. By completing 4 minigames in a conference, the conference is completed, and by completing all 5 of the conferences the player may proceed to nationals.

Nationals will consist of up to 10 questions the player got wrong in any of the conferences. However, unlike the initial conferences, the difficulty of each game in nationals is increased significantly, which presents a greater challenge in order to ensure that the player fully comprehends the question.

After completing all of the games in nationals, the player wins.

Miscellaneous Tips

Each game features a “**QUIT**” button at any given time, and a “**PAUSE**” button when the game itself is running. However, at any point during the program, the player may press the **escape key (ESC)** to instantly exit the entire program.

Credits/Division of Workload

Ayush Satyavarpu:

- Flight and Flashlight minigames
- Creation of the menu
- Connected all the games together in one cohesive program

Eylam Tagor:

- Space and Driving minigames
- Fine-tuning graphics
- General bug-fixing