



Quinzical User Manual

SOFTENG 206

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User Manual

Introduction:

Welcome to Quinzical. Quinzical is an educational quiz game built to help educate young adults who may be wanting to learn more about the beautiful country of New Zealand. Whether you are a tourist with no knowledge of New Zealand or a New Zealand citizen of we are sure that you will learn something new and grow your appreciation of this beautiful country.

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1.0 Main Menu:



- 1) **Game module button** takes you to the selection screen to select categories to be featured in the game mode, or to the pick a category screen to play the game module.
- 2) **Practice button** takes you to the practice mode where you can select any category and will be presented with a random question from that category.
- 3) **Exit button** the quit the program.
- 4) **Accessibility button** is a toggleable button which means questions in the game module will be displayed in text, otherwise question text is not displayed.
- 5) **Add question button** allows you to add new questions to the existing categories already in Quinzical New Zealand database. To add new categories entirely, see 4.1 on page 11.
- 6) **Help button** opens the User Manual PDF.

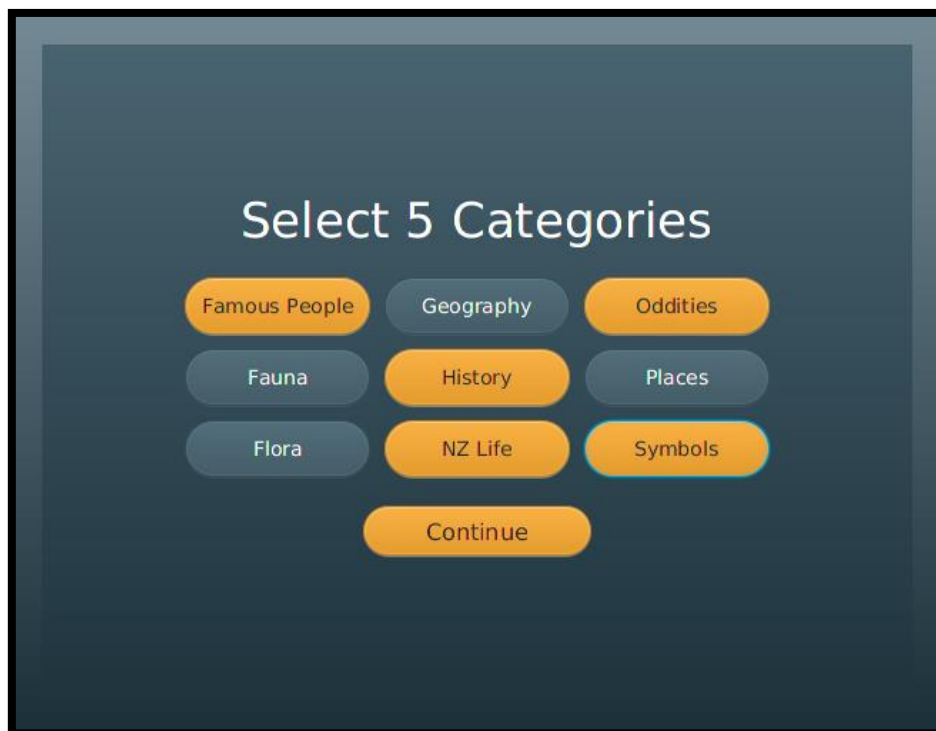
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2.0 Game Module

In the game module, the user is scored based on their performance. You get one attempt per question. Each category will have 5 random questions you must answer. As more questions are answered in a category, the value of subsequent questions will increase. Getting a question correct will add its value to your total score.

2.1 Category selection

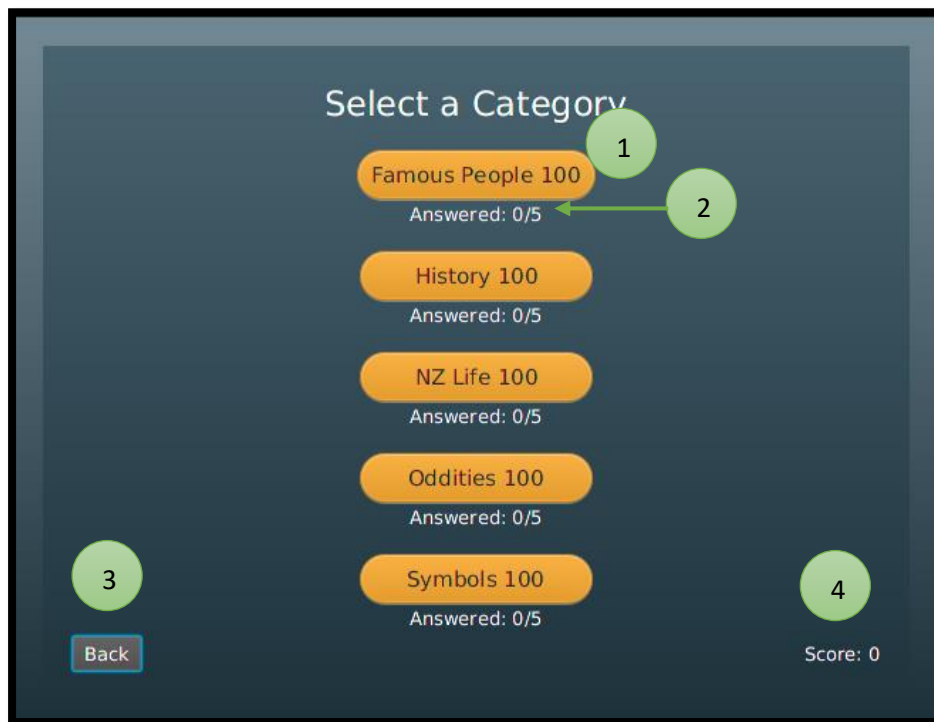
When the games module button is pressed you will be taken to the selection screen. Here you must select 5 categories before you can proceed. These are the categories that will be used in the game.



Once 5 categories are selected the Continue button will become activated and allow you to start the game.

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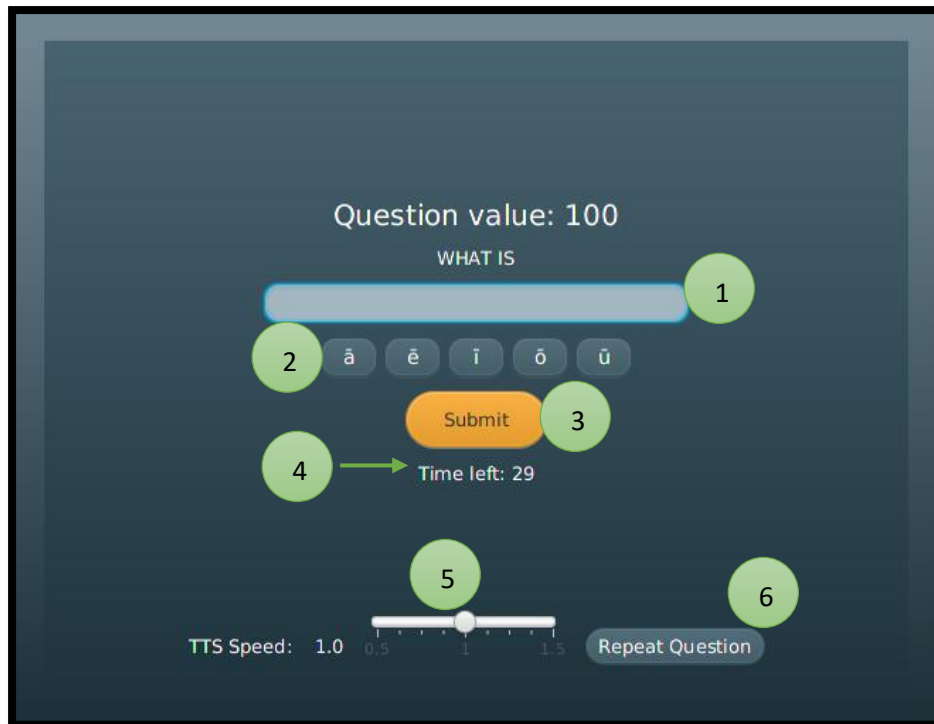
2.2 Select a Category



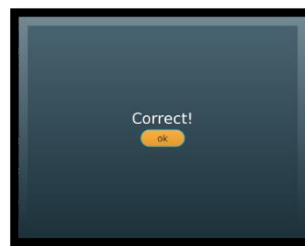
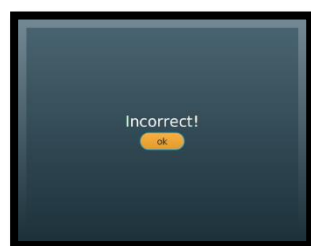
- 1) **The five categories** which you selected will now be displayed as buttons. The buttons display the name of the category and the value (score) of the question.
- 2) Below each category there is a label which displays the **number of questions answered for each category**. To complete a game of Quinzical all 5 questions for each category must have been attempted.
- 3) The **back button** takes you back to the main menu screen.
- 4) The label at the bottom right displays your current **score**.

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2.3 Answer a question



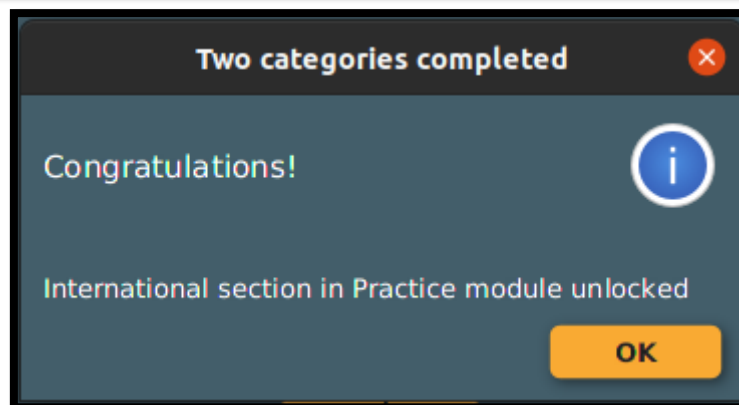
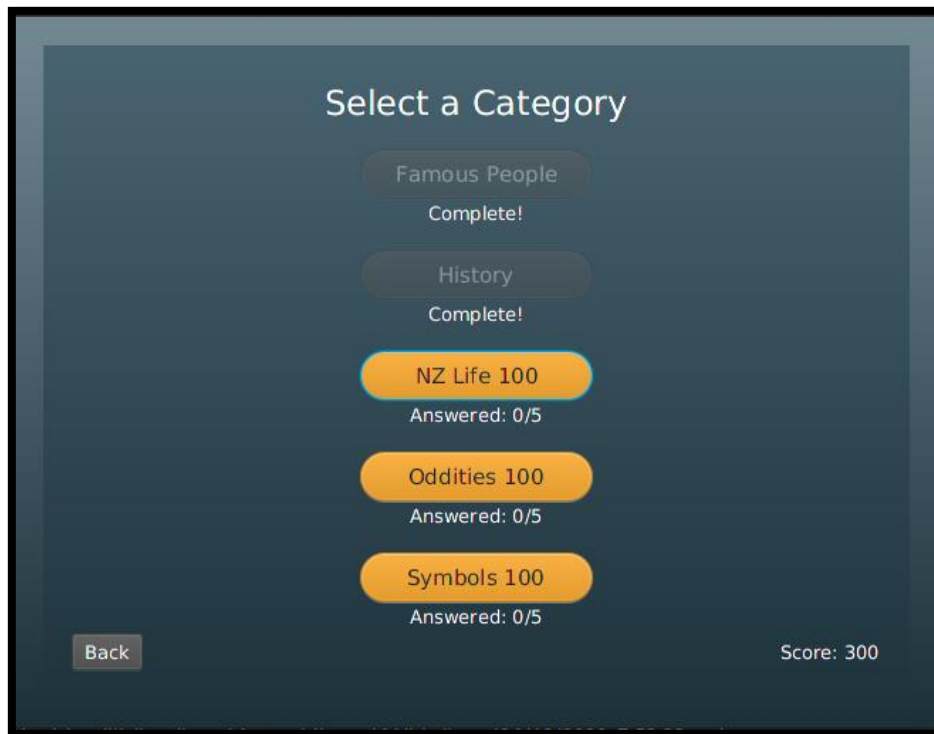
- 1) Once you select a category, you will be read out a question. You will be presented with an answering screen where you will need to enter what you think is the answer to the question is.
- 2) **Macron buttons** allow you to easily add macrons to your answer.
- 3) The **submit button** will submit whatever you have input into the text input. If the answer inputted is correct you will be shown a Correct Screen otherwise the Incorrect screen will be shown. If the answer was correct the score will be added to the score.



- 4) The time shown is the **time remaining** to answer the question. When the timer runs out, whatever is in the text box (1) will be automatically submitted.
- 5) This is the **slider which controls how fast the TTS (text to speech) will speak** to the user. Moving it right will increase the speed while moving the slider left will slow the speaking speed. The range is from 0.5x to 1.5x with the default value being 1x.
- 6) The **repeat Question button** makes the TTS repeat the question again.

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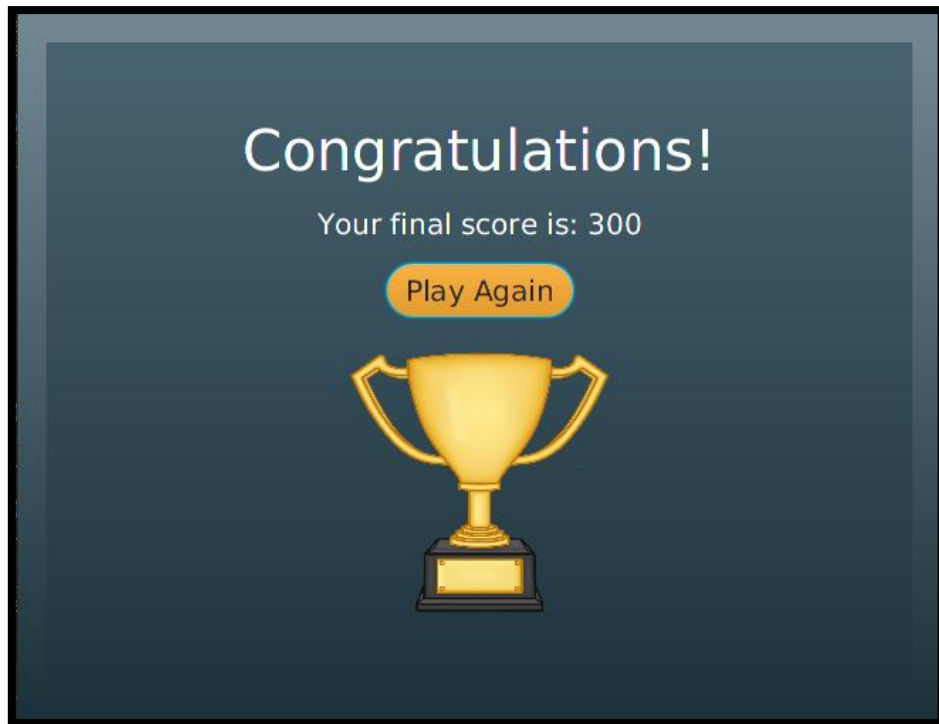
2.4 Unlocking the International section



Once two categories have been finished a popup message will be displayed notifying that the international section in the practice module has been unlocked. These questions will be re-locked on game completion and reset.

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2.5 Finishing the game



Once all the questions are answered in the game module you will be brought to the reward screen where your final score is shown. To reset the game and return to the main menu hit the play again button. This will reset the game fully and require you to select 5 categories again if you wish to play another game. The international section will also rellock.

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3.0 Practice Module:

In the practice module, the user can pick from all the game categories is given a random question to answer. The user can answer as many questions as they want.

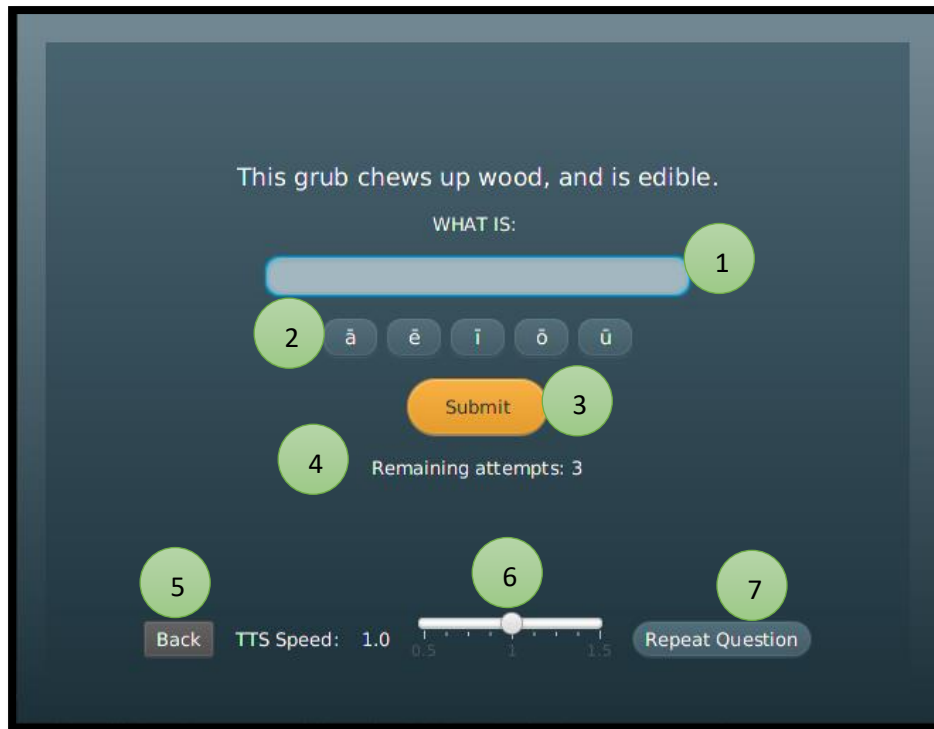


The practice module will bring you to a screen which displays all available categories to practice. The international section will start locked and will be unlocked from games module once two categories have been completed.



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3.1 Answering a question



The user is given **three attempts** to correctly answer the question. They are given a hint after the first two attempts and shown the correct answer on entering the final attempt.

- 1) **Text box** where you input the answer to the question.
- 2) **Macron buttons** allow you to easily add macrons to your answer.
- 3) **Submit button** submits the answer which is inputted in the text field [1] if the answer is correct then you will be taken to a correct screen, if the answer is incorrect, the number of remaining attempts is reduced by 1.
- 4) This displays the number of **remaining attempts**. If the remaining attempts reaches 1 then a hint is shown displaying the first letter of the answer.
- 5) The **back button** takes you back to the main menu.
- 6) **Slider** to control the speed of the TTS.
- 7) **Repeat** button makes the TTS repeat the question.

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4.0 Adding New Questions:

The screenshot shows a dark-themed window titled "Add a new question". It contains four input fields: "Category:" with a dropdown menu showing "Select a category", "Question:" with a text box, "Answer:" with a text box, and "Prefix:" with a text box. Below these fields is a button labeled "Add question" and a "Cancel" button in the bottom left corner. Five green circles with numbers 1 through 5 are placed to the right of the form, with arrows pointing to the Category dropdown (1), Question text box (2), Answer text box (3), Prefix text box (4), and the Add question button (5).

- 1) A **drop-down menu** will display all available categories which can have more questions added to it. Select the category which you wish to add your question to.

This screenshot shows the same "Add a new question" form, but the "Category:" dropdown menu is open, displaying a list of categories: Famous People, Fauna, Flora, Geography, History, NZ Life, Oddities, Places, and Symbols. The other input fields and buttons remain the same.

- 2) Type the **question** in the text field provided.
- 3) Type the **answer** in the text field provided. (separate different answers with "/")
- 4) Type the **prefix** in the text field provided. E.g "who is", "where is", "what is"
- 5) Once all the input fields have been filled out press the add question button to add the new question to the game. Make sure that all fields have been filled out and that the "|" character is not used in your inputs.

NOTE: To add question to the international section, this must be done through the game files.

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4.1 Adding New Questions/Categories from files:

To add a question in files you can navigate to Questions/[category] and add the question to the bottom of the text file of the category you wish to add the question to. The question must be in the form in the form "QUESTION|ANSWER|PREFIX".

You can also add a new category by creating a new file in the Questions/ folder. NOTE: **THE FILE NAME AND FIRST LINE OF THE NEW FILE MUST MATCH.**

e.g. if you add a new category called "Cool Things" the file must look like:

Cool Things

QUESTION|ANSWER|PREFIX

QUESTION|ANSWER|PREFIX

QUESTION|ANSWER|PREFIX

QUESTION|ANSWER|PREFIX

QUESTION|ANSWER|PREFIX

You must add at least 5 questions if you create a new category.

Please note that although you can delete categories and questions, you must make sure there are 5 categories available in the Questions folder. If you encounter errors, delete the tmp file.