HOW TO EDIT JSON FILES

The JSON files associated with this game are structured as follows:

{ ← Opening brace

    "chemical_formulas": { ← Name of first object in the JSON array

        "formula1": { ← Name of first attribute of the chemical_formulas object

            "name": "Sodium Chloride",← First attribute of the formula1 object (formula name)

            "right": "NaCl",   ← Second attribute of the formula1 object (right answer)

            "wrong1": "NCl"   ← Third through sixth attributes (wrong answers)

               * The last attribute will not have a comma

        },   ← Closes the formula2 object & comma in between attributes

        "formula2": { ← Name of second attribute of the chemical_formulas object

            "name": "Sodium Chloride",← First attribute of the formula2 object (formula name)

            "right": "NaCl",   ← Second attribute of the formula2 object (right answer)

            "wrong1": "NCl"   ← Third through sixth attributes (wrong answers)

               * The last attribute or object will not have a comma

        }   ← Closes the formula2 object

    } ← Closes chemical_formulas object

} ← Closing brace

The formula objects are numbered 1 – 5, one for each round of every level.

For more information about JSON and its formatting please visit:

http://www.w3schools.com/js/js_json_intro.asp

If a formula contains subscripts Unicode was applied to handle it.

Unicode characters for superscripts and subscripts	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
U+00Bx			x^2	x^3						x^1						
U+207x	x^0	x^i			x^4	x^5	x^6	x^7	x^8	x^9	x^+	x^-	$x^=$	$x^($	$x^)$	x^n
U+208x	x_0	x_1	x_2	x_3	x_4	x_5	x_6	x_7	x_8	x_9	x_+	x_-	$x_=$	$x_($	$x_)$	
U+209x	x_a	x_e	x_o	x_x	x_∂	$x_\square$	$x_\square$	$x_\square$	$x_\square$	$x_\square$	$x_\square$	$x_\square$	$x_\square$			

Information about Unicode superscript and subscript can be found at:

https://en.wikipedia.org/wiki/Unicode_subscripts_and_superscripts