

Quiz Instructions

Sorry, there aren't many – look at how the example is set up

Important points, in no particular order:

- **To use, you'll need to add the quiz code to your asmdef file (which should be in your scripts folder). In this, find Assembly Definition References and add PluginAssembly_Quiz to the list**
- Quizzes consist of three interacting objects – a Quiz data setup (QuizSetup in my example), a pointer (QuizPointer), and a worldspace canvas. You probably also need a physical model for the screen, though it will work without one. My DisplayModelAndCanvas has both canvas and physical model.
- Quiz only currently works on worldspace UIs – you can't put it on the main UI. My sample comes with a physical TV screen object to show how this is done, but you can swap that model out for anything else. You DO need a collider on that physical object though.
- Quiz normally uses a dedicated pointer object for interaction – this is to avoid the chaos of lots of people clicking on answers at once in multiplayer. You CAN turn this mode off and use 'normal' clicks, but (a) this has not been tested extensively, and (b) it's only an option for non-networked quizzes. My example provides a laser pointer object as this pointer – you can swap the model out, but take care doing so, a replacement will need to be set up in particular ways.
- Quiz data (i.e. question, answers, scoring systems) are all defined via the gameobject hierarchy – see the QuizSetup object in my example. The root of this data-hierarchy needs a Q_Quiz script (and two syncers as per my example if it's a networked quiz). Q_Quiz has lot of options for how the quiz as a whole works. Questions are set up as children of the Q_Quiz gameobject – there are two types (multiple choice or text). Multiple choice also doubles as a 'show a slide' page – see example. Answers to multiple choice questions are children of the question gameobject
- There are a LOT of configuration options, in Q_Quiz, or in the individual question scripts. Any questions – email m.sutton@ic.ac.uk