```
 _______                 _           _  _______   _      _        _
|__   __|               (_)         | | |__   __| (_)    (_)      | |
   | |  ___ _ __ _ __ ___   _ _ __   __ _| |     | |_ __ ___   ___  __ _  | |
   | |/ _ \ '__| '_ ` _ \| | '_ \ / _` | |     | | '__| \ \ / / |/ _` | | |
   | |  __/ |  | | | | | | | | | | (_| | |     | | |  | |\ v /| | (_| | |_|
   |_|\___|_|  |_| |_| |_|_|_| |_|\__,_|_|     |_|_|  |_| \_/ |_|\__,_| (_)
```

A multiple choice trivia game

Main features

- Opens with ascii title graphic prompting user to press any key to continue..
- Username is entered and validated and then option to change it or exit the app is given
- Default setting is 6 general knowledge multiple choice questions on easy setting.
- Quiz runs and then score is printed out in rainbow ascii graphic
- Printout of results, including correct and incorrect. User prompted to press any key and results disappear before asking to play again or exit.

Validating Username >>

```
You entered: LUKE

Is this correct? (Use ↑/↓ arrow keys, press Enter to select)
▸ Yes
  No
  Exit
```

```
Enter a username: #%*&^
>> letters or numbers only
```

Quiz section >>

```
Welcome LUKE!

6 questions. multiple choice. general knowledge. Level: EASY

READY?

(hit spacebar to begin)
```

```
How many spaces are there on a standard Monopoly board?
(Use ↑/↓ arrow keys, press Enter to select)
▸ 55
  28
  40
  36
```

Score page >>

```
__     __                                                  _
\ \   / /                                                 | |
 \ \_/ /__  _   _  ___  ___ ___  _ __ ___   __| |  (_)
  \   / _ \| | | | / __|/ __/ _ \| '__/ _ \/ _` |
   | | (_) | |_| | \__ \ (__ (_) | | |  __/ (_| |  _
   |_|\___/ \__,_| |___/\___\___/|_|  \___|\__,_|  (_)


 __                _                __     __
/_ |              | |              / _|   / /
 | |   ___   _   _| |_    ___   | |_   / /_
 | |  / _ \| | | | __|  / _ \  _| | '_ \
 | | | (_) | |_| | |_  | (_) | |   | (_) |
 |_|  \___/ \__,_|\__|  \___/|_|    \___/
```

Results page >>

```
What was the name of the the first episode of Doctor Who to air in 1963?

The Aztecs => An Unearthly Child

Which "Call Of Duty: Zombies" map introduced the "Staffs Of The Ancients"?

Revelations => Origins

What is the theme song of "Neon Genesis Evangelion"?

Stardust Crusaders => A Cruel Angel's Thesis

Where would you find the "Spanish Steps"?

Rome, Italy  :-)

Who directed the Kill Bill movies?

Arnold Schwarzenegger => Quentin Tarantino


Better luck next time!   (hit spacebar)
```

Working with the Open Trivia DB API >>

```ruby
require 'httparty'
require 'htmlentities'

class QuestionBank
  attr_reader :prompts, :correct_answers, :incorrect_answers, :q_amount, :difficulty
  attr_accessor :q_index

  def initialize(url = nil)

    #if command line argument not given, use default url
    if !url
      url = "https://opentdb.com/api.php?amount=6&difficulty=easy&type=multiple"
    end

    #error handling if internet not connected
    begin
      response = HTTParty.get(url)
    rescue SocketError
      puts "SocketError! Check internet connection!"
    end
```

OPEN TRIVIA DATABASE

Free to use, user-contributed trivia question database.

3,705 VERIFIED QUESTIONS AND 3,643 PENDING QUESTIONS

- HTTParty to simplify API call
- Error handling if issue with internet
- Listed is the default url that asks for 6 random multiple choice questions from any category

Decoding HTML Entities & populating quiz arrays >>

```
#create difficulty instance variable
@difficulty = response.parsed_response["results"][0]["difficulty"].upcase

#create instance array of question prompts
@prompts =
  response.parsed_response["results"].map {
    |index| index["question"] }

#create instance array of correct answers
@correct_answers = response.parsed_response["results"].map {
  |index| index["correct_answer"] }

#create instance array of incorrect answers
@incorrect_answers = response.parsed_response["results"].map {
  |index| index["incorrect_answers"] }

  @q_amount = @prompts.length
  @q_index = 0

#remove HTMLEntities from array variables
html = HTMLEntities.new

@prompts = @prompts.map {|item| html.decode(item)}
@correct_answers = @correct_answers.map {|item| html.decode(item)}
@incorrect_answers = @incorrect_answers.map {|row| row.map {|item| html.decode(item)}}
```

- Created 2 arrays and 1 nested array of trivia data
- Used HTMLEntities gem to easily decode the &quot? Etc from the data.

Using ARGVs >>

- Provide an alternative API url calling 15 random ‘HARD’ level questions when ‘-g’ flag is used.

```
#set difficulty to 'GOD' level using ARGV
def process_argv(option)
  case option
  when "-g"
    @url = "https://opentdb.com/api.php?amount=&difficulty=hard&type=multiple"
  end
end
```

TriviaGame Class >>

```ruby
class TriviaGame

  def initialize
    setup
  end

  def reset
    setup
  end

  def setup

    @god_mode = ARGV[0]

    @username = ""    #set @username variable

    @cursor = TTY::Cursor   #set @cursor variable

    welcome #display welcome message and title graphic

    username #input and check username

    quiz  #run quiz questions

    play_again #gives user to exit or play again

  end
end
```

- Created an instance variable for the ARGV in a setup method in the main TriviaGame class.
- Wrapping the game in a TriviaGame class like this was the solution I found to re-initialize the game instance

Features to implement later on >>

- Score results exported to file
- Import score results to create top scores
- Countdown timer for each question

Any Questions?