

Hacker Jeopardy!

-Instructions-

How to build and deploy the game:

-The Game "Hacker Jeopardy!" is made using the game engine Unity version 2018.4.12f1. Upgrading the game engine to a newer release will cause errors in the game. Therefore, it is advised to use this exact version in building the game.

The game can run on Windows, Mac, and Linux with almost all of its features (one exception being the Drag and Drop feature. This issue was discussed with the customer before. Also, you can't use media clues on Linux due to Unity's limitations in supporting different types of media). You can build the game easily by going to File -> Build Settings -> Build in Unity.

After Building the game you need to add Resources folder to the game folder (Unity doesn't detect these files automatically). Copy the DataBase file "HackerDB.sqlite" and the "Resources" folder and paste them in the HackerJeopardy_Data folder of the game.

How to play the game:

The game "Hacker Jeopardy!" is made to simulate the actual game show "Jeopardy!" with extra features to enhance the players experience.

First, you need 2 Displays to run the game. It is still possible to create a game with one display, but you can't play it without 2 displays connected to the computer. The displays have to be connected to the computer before running the game or else it won't detect the second one.

It is possible to either play a demo game or create a new game. Creating a game is done by creating specific categories (which involves creating 5 clues for each of them). After creating the desired categories, you should check the boxes near them to include them in the game. Then choose the daily double buttons and the final jeopardy and click on Save to create the game.

To play the game click on Play Game then choose the desired game and if it should be treated as "Double Jeopardy" game or not. Then click on Play.

The game will start with 2 screens. The main screen controlled by the moderator and the second screen for the audience. Now the players can participate by pressing on the "F1 F2 F3 F4" buttons and choosing clues and answers just like the show. The moderator could undo certain changes if he/she miss clicks a button for example. The moderator can also control videos and audio.

After finishing the round, you can exit the game and play another round or edit the created game to add more categories ... etc.