

# How to Add or Change Questions and Clothing in the Game Project

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This guide explains how to update or add new questions and clothing items in your game project. It's a straightforward process involving editing JSON files located in the '/json' folder within your project library.

## Adding or Changing Questions

1. Open the '/json' folder in your project library.
2. Locate the 'questions.json' file and open it with a text editor (like VS Code, Sublime, or Notepad++).
3. Follow the existing pattern for adding or modifying entries. Each question entry should include:
  - An 'id' field (to group different language versions of the same question).
  - The 'question' text.
  - The 'rightClothingBarcode' corresponding to the correct clothing item's barcode.
  - An 'explanationRight' for a correct answer.
  - An 'explanationWrong' for a wrong answer.
  - A 'difficulty' level (e.g., EASY).
  - The 'language' of the question.

Example JSON entries for a question (one per language):

```
[
  {
    "id": "1",
    "question": "Scan the clothing that is not vegan (i.e., made from animal
products).",
    "rightClothingBarcode": "4",
    "explanationRight": "Correct, these materials are not vegan when they are of
animal origin, for example, leather is made from animal skin.",
    "difficulty": "EASY",
    "explanationWrong": "Unfortunately no, materials are not vegan when they are of
animal origin, for example, leather is made from animal skin.",
    "language": "ENGLISH"
  },
  {
    "id": "1",
    "question": "Scanne die Kleider, welche nicht vegan sind (d.h. aus tierischen
Produkten).",
    "rightClothingBarcode": "4",
    "explanationRight": "Richtig, diese Materialien sind nicht vegan, wenn sie
tierischen Ursprungs sind, so wird z.B. Leder aus der Haut von Tieren gewonnen.",
    "difficulty": "EASY",
    "explanationWrong": "Leider nein, Materialien sind nicht vegan, wenn sie
tierischen Ursprungs sind, so wird z.B. Leder aus der Haut von Tieren gewonnen.",
    "language": "GERMAN"
  },
  {
    "id": "1",
    "question": "Scannez les vêtements qui ne sont pas végans (c'est-à-dire fabriqués
à partir de produits animaux).",
    "rightClothingBarcode": "4",
    "explanationRight": "Correct, ces matériaux ne sont pas végans lorsqu'ils sont
d'origine animale, par exemple, le cuir est fabriqué à partir de peau animale.",
    "difficulty": "EASY",
    "explanationWrong": "Malheureusement non, les matériaux ne sont pas végans
lorsqu'ils sont d'origine animale, par exemple, le cuir est fabriqué à partir de peau
animale.",
    "language": "FRENCH"
  }
]
```

## Adding or Changing Clothing Items

1. Open the '/json' folder in your project library.
2. Locate the 'clothes.json' file and open it with a text editor.
3. Follow the existing pattern for adding or modifying clothing items. Each clothing entry should include:
  - The 'barcode' (must be unique).
  - The 'name' of the clothing item.

Example JSON entry for a clothing item:

```
{  
  "barcode": "1",  
  "name": "T-shirt"  
}
```

And that's it folks! Just remember to follow the existing JSON structure, save your changes, and your new content will be ready in the game.