Easy Quiz - Quick data survey

Welcome to **Easy Quiz - Quick data survey** – a powerful, flexible, and Excel-driven quiz system for Unity! With Easy Quiz - Quick data survey, you can seamlessly integrate quiz content from an Excel spreadsheet into your Unity project, and deliver engaging, interactive quiz experiences with minimal setup. Perfect for educational games, trivia apps, and interactive learning tools, this asset makes quiz creation a breeze!

Key Features

- **Excel Integration with NPOI:**
  Easily load and update quiz data directly from an Excel (.xlsx) file. Your quiz questions, along with a dynamic number of options, are read in real-time. The asset even detects the correct answer automatically by checking for cells filled with green (RGB: 0, 255, 0).

- **Custom Inspector & Navigation Tools:**
  Enjoy a user-friendly custom Inspector that lets you navigate through questions using dedicated **Prev** and **Next** buttons. Instantly view the current question number along with the total number of questions. Edit your question text, add or remove options, and update the Excel file all from within the Unity Editor!

- **Dynamic Option Management:**
  No more fixed four-option quizzes – Easy Quiz - Quick data survey supports any number of options. Empty options are automatically ignored, and when new options are added, the asset preserves the style by copying the formatting from the previous option.

- **Runtime Quiz Management:**
  The included **QuestionManager** script empowers your quiz at runtime. Validate answers with a single function call, automatically move to the next question, track scores, and display detailed statistics—all in real time.

- **Smart Total Question Detection:**
  The system reads the Excel file and stops counting when it finds an empty cell in the Question ID column. This ensures your quiz scales automatically with your content—no manual updates needed!

How It Works

1. Excel Setup

- **Create Your Quiz File:**
  Design an Excel (.xlsx) file with a header row at row 0.

  - ○ **Column A (ID):** Numeric question IDs.
  - ○ **Column B (Question):** The quiz question text.
  - ○ **Columns C onward (Options):** List as many options as needed. Mark the correct answer by filling its cell with a green background (RGB: 0, 255, 0).
- **Configure File Path:**
  Save your Excel file and store its path in PlayerPrefs with the key `"SelectedExcelPath"`. (You can also modify this via your custom integration.)

2. Integrate into Unity

- **Import the Asset:**
  Import Easy Quiz - Quick data survey into your Unity project.
- **Set Up the UI:**
  Attach the **QuestionViewer** script to a GameObject in your scene and assign your TextMeshProUGUI objects (one for the question and a list for the options).
- **Use the Custom Inspector:**
  With our intuitive custom Inspector (via **QuestionViewerEditor**), navigate your quiz content using the **Prev** and **Next** buttons. The Inspector displays a helpful status message in the format:
  `Question [CurrentID] / [Total Questions]`
  Edit your question content on the fly, and simply click **Update** to write changes back to your Excel file.

3. Manage Your Quiz at Runtime

- **Attach the QuestionManager:**
  Add the **QuestionManager** script to a GameObject and assign your **QuestionViewer** reference.
- **Answer and Navigate:**
  Call `AnswerQuestion(string answer)` to validate an answer (this function automatically advances to the next question).
  Use `NextQuestion()` and `PrevQuestion()` to manually navigate through the quiz.
- **Track Performance:**
  Retrieve the current score with `GetPoint()`, view quiz info with `GetInfo()` (formatted as `"Question X / Y"`), and display overall statistics with `GetStatistic()` (formatted as `"Correct Answers / Total Questions"`).

Installation & Requirements

- **Unity Version:** Unity 2019.4 LTS or later.
- **Dependencies:**
  1. [TextMeshPro](#)
  2. [NPOI Library](#) (for Excel reading/writing)
- **Setup:**
  1. Import the Easy Quiz - Quick data survey asset package into your Unity project.
  2. Ensure your Excel file is prepared as described above and the file path is set in PlayerPrefs (key: `"SelectedExcelPath"`).
  3. Assign the necessary UI Text objects to the **QuestionViewer** script in the Inspector.

Why Choose Easy Quiz - Quick data survey?

Easy Quiz - Quick data survey streamlines the entire quiz creation process—from data management via Excel to interactive runtime management. Its intuitive design, robust features, and seamless integration with Unity let you focus on crafting engaging content without worrying about tedious data handling. Whether you're a game developer, educator, or interactive designer, Easy Quiz - Quick data survey is your ultimate tool for delivering compelling quiz experiences.

Get Started Today!

Transform your quiz projects with Easy Quiz - Quick data survey. With powerful Excel integration, dynamic option handling, and an intuitive custom Inspector interface, you'll be able to build interactive, scalable quizzes that captivate your audience. Upgrade your Unity projects and experience a smarter way to manage quizzes!

For additional documentation, support, and updates, please visit our website or contact our support team.

Thank you for choosing Easy Quiz - Quick data survey – your all-in-one solution for Unity quiz development!