



Trivia

The word 'Trivia' is rendered in a large, stylized font. The 'T' is white with a red outline. The 'ri' is white with a red outline. The 'v' is white with a red outline. The 'i' is yellow with a red outline. The 'a' is white with a red outline. The letters are set against a blue, oval-shaped background. The entire scene is set within a 3D maze environment with grey walls and a blue floor. A red 'PLAY' button is visible in the lower center of the image.

CSCD 350
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Trivia Maze

By The *ProCrastinators*
Kyle Phillips
Zac Bowman
Kevin Murray
Pavlo Bilous

Our Tools

- Languages:
 - Java (for testing)
 - ActionScript (for flash/ Final game)
- Flash Develop
- Adobe Flash Prof. CS6
- SQLite
- Microsoft Excel
- <http://www.convertcsv.com/csv-to-sql.htm>

Our Features

- Major GUI elements through Flash
- Choose different types of:
 - trivia
 - Characters
 - Difficulty
- Ability to return to menu screen to play again when game is completed
- Fun sprites, backgrounds and sounds!

Our Features

- Organized database for Trivia Questions
- Schema:
 - Question (varchar) (primary key)
 - Answer (varchar)
 - A (varchar)
 - B (varchar)
 - C (varchar)
 - D (varchar)
 - Type (int)
 - Category (varchar)

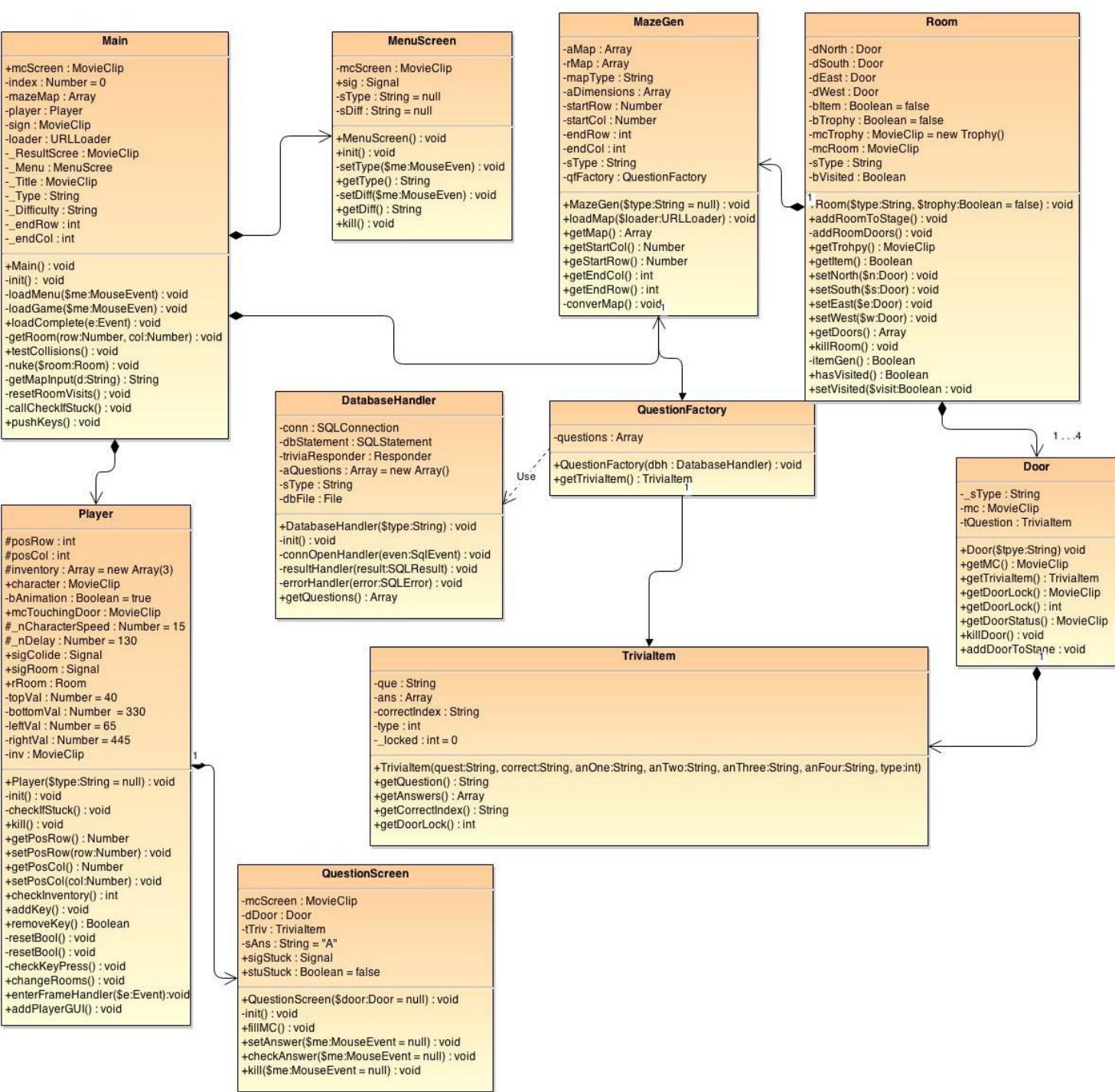
Features Not Implemented

- Scores (through database)
- Ability to name player and save high scores

Known Bugs

- Signs tend to not update after answering questions
- Game stops responding to answer choices when being asked a question

Structure



Gameplay

