

SIQuester

SIGame question editor

User guide

Version 6

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About

Question editor allows you to create themes and question sets for SGame. You can use it to write questions for computer game **SGame**, for **Simulator** app, as well as for any competitions related to this game, both online and offline.

Main advantage of using this editor compared to writing questions "by hand" or in a common text editor is the uniformity of questions format. If a package is created by different people, they can assemble individual themes into a common package without any additional effort – because all written themes will look the same. With other approaches, compiling a comprehensive package may require rewriting all assembled themes to bring them into a unified format.

The editor allows you to create packages for games with a non-standard number of rounds, themes within rounds, and questions within themes.

Each package is stored separately in an SIQ file. Such a file takes up less space than a corresponding text file with questions. File supports built-in collections of authors and sources, as well as multimedia resources for questions.

The editor allows you to convert text files with already written questions into SIQ format. There is also the ability to export question files to formats for adding to the Question Databases and formats for conducting other games.

You can edit packages using "**Open...**" menu item, or you can find SIQ file of package and select this editor from "**Open with...**" list.

Creating new packages

To create a new package, select "**New...**" menu item.

You can choose one of the built-in templates for package or create your own template and use it. The program provides the following ready-made templates:

- **Standard SIGame package.** Three rounds with six themes, each with five questions, and a final round. Base question price value is 100.
- **Custom package.** A package containing a non-standard number of rounds, themes, or questions. Base price value for questions in this package may not be equal to 100, but to any other number of points.
- **Empty package.** A package without rounds and themes. You will need to create them by yourself.
- **Theme collection.** Intended for writing multiple themes. They do not constitute a package themselves but will be used in another package later.

It should be noted that the selected option only sets the initial layout of package, which can be revised later.

You also need to enter a name of the future package and a name of the package author.

Any package must contain at least one author name.

After you fill in all the fields and click "**Create**" you can start creating questions.

If a non-standard package is selected, you can also specify the number of rounds in the package, the number of themes per round, the number of questions per theme, and whether there should be a final round. You can also choose base question price value.

Editing

The program provides you with all the capabilities to edit packages.

There are two editor views - tree-like and tile-like. Tile-like editor capabilities are currently limited. Within it you can compactly see package themes and questions composition and perform basic editing.

In tree-like editor, question package is represented in a form of a tree. It is possible to add new rounds, questions, themes, as well as change their order, collapse, and expand individual nodes. Such a form allows easy navigation between different questions, as well as seeing the picture.

To add new elements, use floating menu item for any tree element (an element to which you want to add should be selected). For example, if you want to add a new question, the theme into which this question will fall should be selected. You can also use "plus" symbol next to the element to add child nodes to it.

To delete a tree element, select it and choose "**Delete**" menu item or press "**Delete**" key. All children elements will be deleted as well.

To move elements, drag them with mouse. For example, if you "drag" a question onto a theme name, it will be added to the end of this theme. If you "drag" a question onto another question (not necessarily from the same theme), the dragged question will be inserted before the selected one. You can drag items to another open document or to another editor window.

The package, round, theme, and question contain the following attributes.

Authors - this is a list of individuals who participated in creating this object. At least one author must be assigned to the entire package. In SIgame authors are announced before the question itself is announced.

Sources - these are books, websites, magazines, and other places of publication, based on which this object was written. They are used to prove the correctness of the question being asked.

In **Comments** you can write anything you think is necessary for a correct understanding of the question. It may contain simply informative information. In SIgame comments appear after correct answer to the question is announced. If comment relates to theme, it will be displayed when each question from that theme is played. If it relates to round, it will be announced at the beginning of the round. Finally, comments related to package as a whole will be announced at the beginning of the game.

Any package must contain at least one author's name. The principle of inheritance is used to check authorship.

If any object (round, theme, question) has a filled list of authors, they will be considered the authors of this object. If this list is empty, then the author is sought one level higher. For example, if there is no author for a question, then the author of this question will be considered the author of the theme to which this question belongs. If it is also absent, then the author of the round will be considered the author. In the extreme case - the author of the package. Therefore, any package must have at least one author.

The same approach is applied to sources. However, a package may have no sources.

This approach does not apply to comments. A comment relates only to the object for which it is written.

The package, round, and theme have the parameter "**Name**". Usually, rounds have names like "1st round", "2nd round", and so on. In SIGame these names are displayed at the beginning of round.

For a round, you can also set a **type**. This allows you to determine whether the round is regular or final. You can also use a custom round type.

Questions have more characteristics. You can specify nominal price of the question, as well as its type. In SIGame the following question types exist: simple, "Secret Questions" (3 subtypes), "Stake Questions", and "No Risk Questions". You can also define a custom question type with its parameters.

"Stake Question" is played by the player who made the highest stake.

"No Risk Question" is played by the player who currently has the move. Question nominal price is doubled. But if the player fails, nothing is subtracted from his account.

"Secret Question" is given by a moving player to one other player, and the receiver is obligated to answer it. Such a question has its own theme, generally different from the one where the question lies, as well as a real (not nominal) cost. It is also possible to determine whether such a question can be kept for oneself. You can set these parameters by selecting the corresponding question type.

"Secret Question with Declared Cost" is similar to the previous type, but theme and cost of the question are announced before the question is passed.

"Secret Question without Question" simply awards a certain amount of money to a player who received it. It does not have question text.

Two main parameters of a question are the **question** itself and its **answer**.

In "**Question**" parameter you can describe the entire process of playing the question. Usually, it contains just text shown to players. It may also contain links to sound, video, images, and HTML files needed when playing the question. Media files could be located within the package and will be transported anywhere with it. Additionally, a reference to an external file is allowed (usually located on the Internet). In this case, it will not be included in the package contents. For SIGame it is preferable to use the first option for links, as there will be no risk that any of the external links will become obsolete.

Question also contains collections of correct and incorrect answers. The collection of incorrect answers contains versions that must not be counted when validating the player's answer. For example, for a given question, the answer "paper money" is correct and is included in the list of correct answers. However, the answer "just money" cannot be accepted for this question, so it is listed among the incorrect answers.

Correct answers list must contain at least one answer. The first answer in the list is considered default answer.

"**Answer**" parameter of a question contains a collection of content for displaying complex answer on the screen. If this parameter is omitted, the default correct answer will be displayed on the screen.

Question also has "**Answer Type**" parameter, allowing you to specify whether the answer will be a simple text or the fact that the question contains answer options marked by different letters (and, in this case, the correct answer will be equal to the letter of the correct option).

You can undo previously made changes using the "**Undo**" menu item. You can redo what you did using the "**Redo**" menu item.

Search functionality is also available - you can find an item in package that contains the provided text.

Editing capabilities for all collections in package are available.

In the toolbar there is also a breadcrumb bar for quick navigation between package elements.

Packages assembling

It is quite common for multiple individuals to collaborate on creating a single package. For this purpose, theme collections are intended. Each contributor creates their own collection, and then they send them to package assembler.

The assembler creates an empty package and uses the **"Actions"** -> **"Attach Package..."** menu item to add the sent themes to it. Then it is necessary to select the package to be added, and all rounds from it will automatically be added to the existing package. All information about added package itself will be ignored, except for the information about sources and author. You can read more about this in the ["Editing"](#) section.

You can add not only theme collections but also packages of any other type - as they are equal.