

SE206 Company Presents

# Quinzical User Manual

Write something smart here 4head

Written by Youngseok Chae, Do Hyun Lee  
1-1-2020

## **Introduction**

Quinzical is a learning tool which allows the audience to practice and test their knowledge of New Zealand's history and culture. Inspired from the popular game show Jeopardy, Quinzical is a quiz application which tests the user on the country's various topics, such as Fauna, Geography, People and others. Because Quinzical was designed with the elderly population in mind, the implementation of large buttons and easy-to-read fonts can be observed throughout the user experience.

This manual will provide the user information on running the Quinzical application, navigating through the Main Menu, playing the various game modes, and adding/removing/editing questions in the Question Bank. Note that running the application on a system that is old or outdated may slow down the responsiveness of the program.

Happy learning!

The Developer Team

# Table of Contents

<b>INTRODUCTION .....</b>	<b>1</b>
<b>1.0 RUNNING THE GAME .....</b>	<b>3</b>
<b>1.1 VIA QUINZICAL.JAR .....</b>	<b>3</b>
<b>1.2 VIA AN IDE (ECLIPSE, NETBEANS, INTELLIJ, ETC.) .....</b>	<b>4</b>
<b>2.0 HOW TO PLAY .....</b>	<b>5</b>
<b>2.1 MAIN MENU .....</b>	<b>5</b>
2.1.1 GAME MODE .....	6
2.1.2 PRACTICE MODE .....	10
2.1.3 HELP .....	11
2.1.4 HIGH SCORES .....	12
2.1.5 QUIT .....	14
<b>2.2 ANSWERING QUESTIONS .....</b>	<b>14</b>
2.2.1 IN GAME MODE .....	15
2.2.2 IN PRACTICE MODE .....	17
<b>3.0 EDITING CATEGORIES .....</b>	<b>19</b>
<b>3.1 ADDING NEW CATEGORIES .....</b>	<b>19</b>
<b>3.2 REMOVING EXISTING CATEGORIES .....</b>	<b>22</b>
<b>3.3 EDITING QUESTIONS IN A CATEGORY .....</b>	<b>25</b>
3.3.1 ADDING/REMOVING QUESTIONS .....	25
3.3.2 EDITING QUESTIONS .....	26

# 1.0 Running the Game

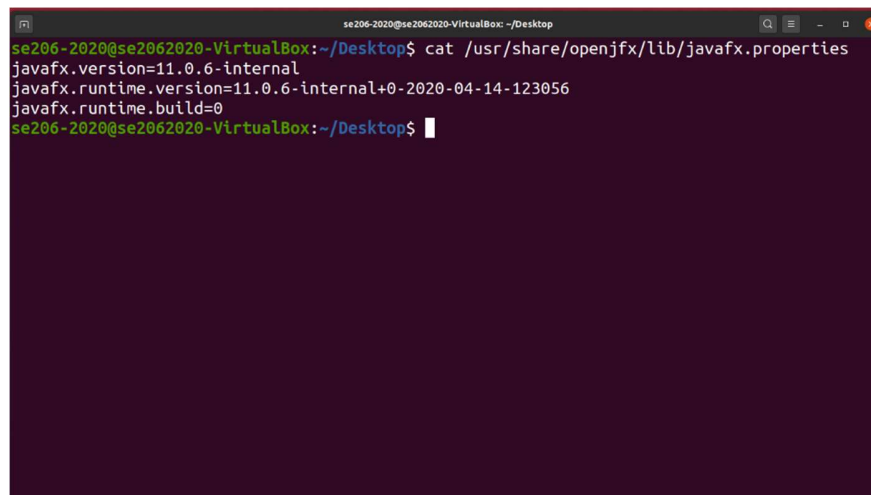
## 1.1 Via Quinzical.jar

To run Quinzical through the command prompt, follow the steps below.

- Make sure you are running Linux or have a VirtualBox installed. To download VirtualBox, follow the link <https://www.virtualbox.org/wiki/Downloads> and the instructions on the website.
- Make sure JavaFX-11 is installed. To check this, right click anywhere on the screen, choose the terminal setting on the pop-up window, then type in the following;

*cat /usr/share/openjfx/lib/javafx.properties  
[press the Enter Key]*

It should return lines which are similar to this;



```
se206-2020@se2062020-VirtualBox: ~/Desktop$ cat /usr/share/openjfx/lib/javafx.properties
javafx.version=11.0.6-internal
javafx.runtime.version=11.0.6-internal+0-2020-04-14-123056
javafx.runtime.build=0
se206-2020@se2062020-VirtualBox: ~/Desktop$
```

Check that the version is 11 or higher (can be seen on  
javafx.version=11.0.6-internal)

- Navigate to the Quinzical folder. Ensure you can see a file named runQuinzical.
- Right click on the file explorer, choose the terminal setting on the pop-up window, then type in the following;

*Chmod +x runQuinzical*  
*[press the Enter key]*  
*Bash runQuinzical*  
*[press the Enter key]*

The application should now be running on the Main Menu.

## 1.2 Via an IDE (Eclipse, NetBeans, IntelliJ, etc.)

Only run Quinzical via an IDE if yourself or another person is experienced in working with and navigating through Eclipse, NetBeans, IntelliJ, etc. programs. To run the program through an IDE;

- Import the Quinzical file as a Java project.
- Navigate to Main.java (inside the quinzical.main package)
- Right click on Main.java, and select the Run Configurations option in the pop-up window (sometimes also under the Run option)
- Navigate to the VM argument field in the Configuration settings and set the arguments as the directory path of the system's JavaFX-11 files.
- Run the application.

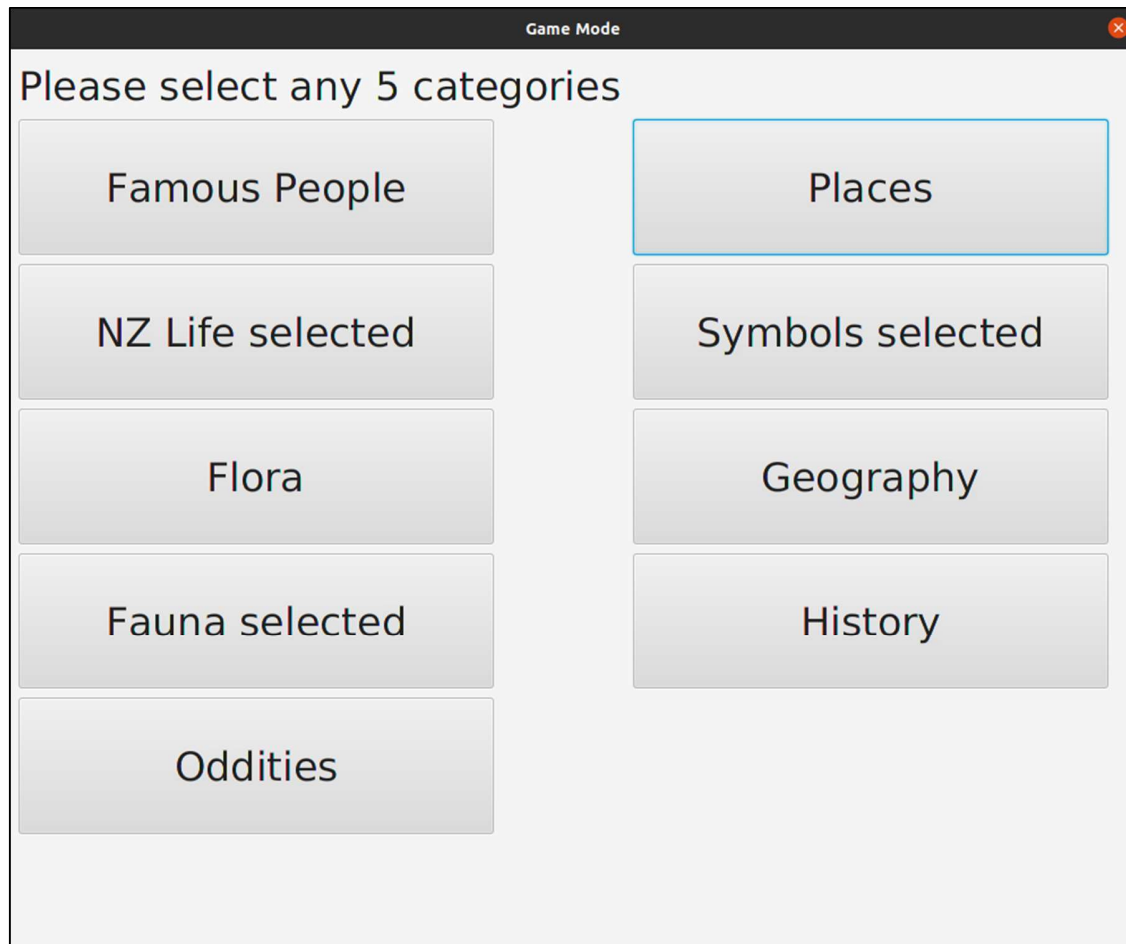
## 2.0 How to Play

### 2.1 Main Menu



The Main Menu provides the user with Quinzical's primary functions. Below are brief explanations to the options:

## 2.1.1 Game Mode



Pressing the Game Mode button will open the Game Module, where all the categories are listed. The user selects five categories, and a new window with the selected categories and a locked International Section is shown. After completion of all categories, they are sent to the rewards screen. Navigate to 2.2.1 for more details.

Game Mode

Please select any 5 categories

Famous People

NZ Life selected

Flora

Fauna selected

Oddities

Places

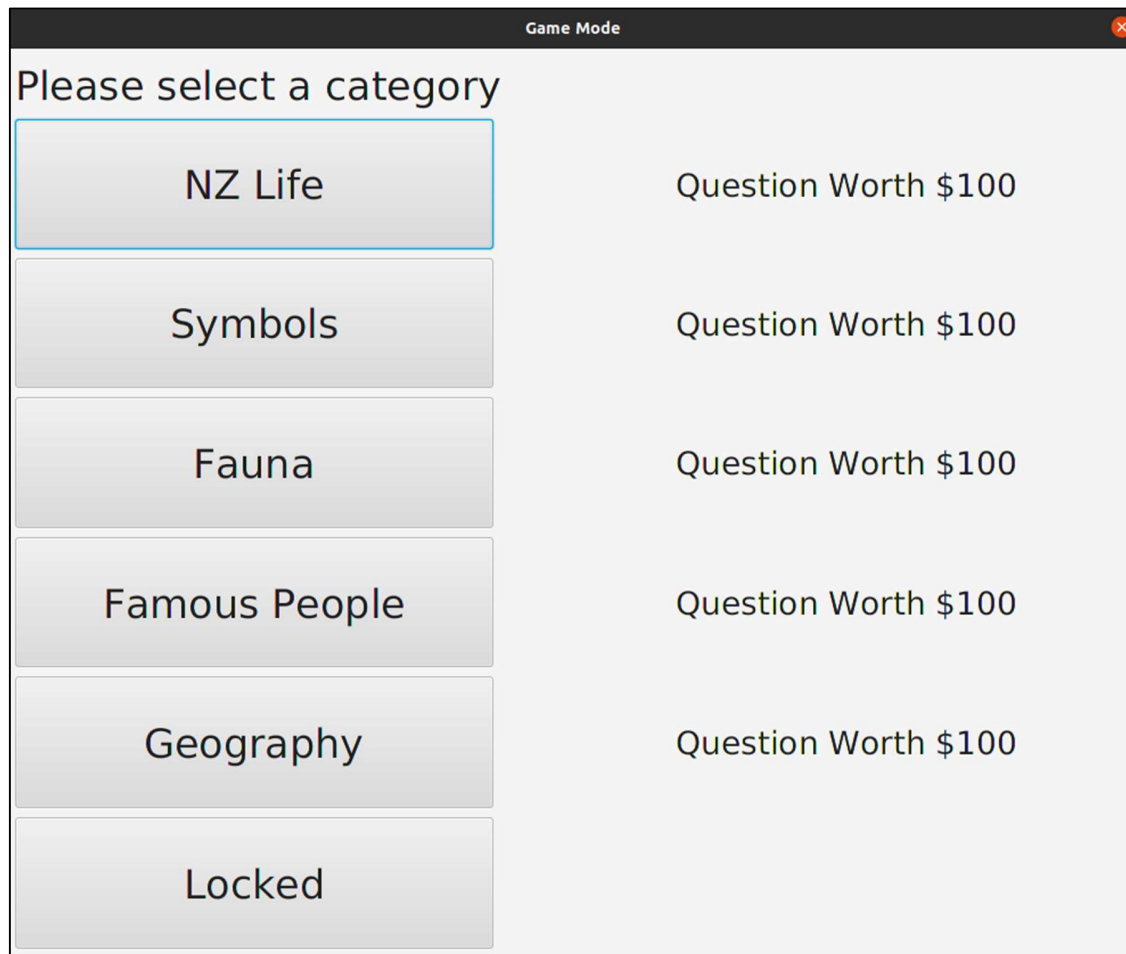
Symbols selected

Geography

History

Once a category is selected, the label will change as to indicate that the category has been selected.





Once five categories are selected, you will be taken to the category window. Notice how questions have value – earn points by answering the questions correctly and compete with your friends and family on the score board!

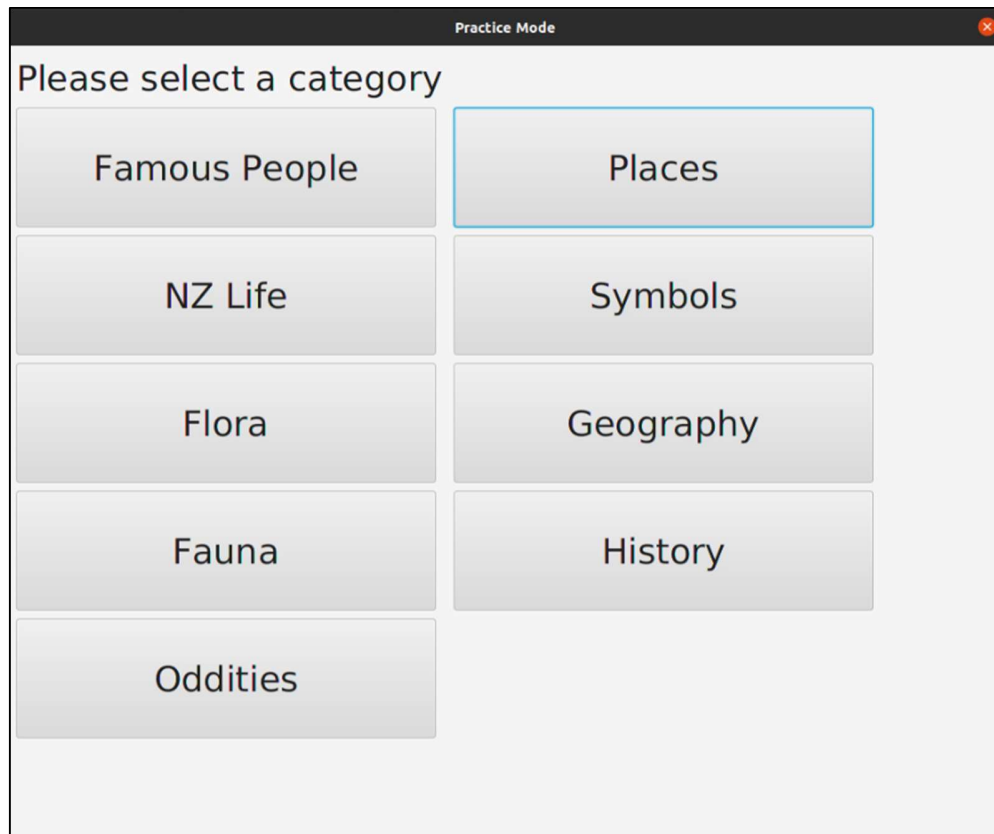
Game Mode

Please select a category

Unavailable	
Symbols	Question Worth \$300
Fauna	Question Worth \$200
Unavailable	
Geography	Question Worth \$100
International	Question Worth \$100

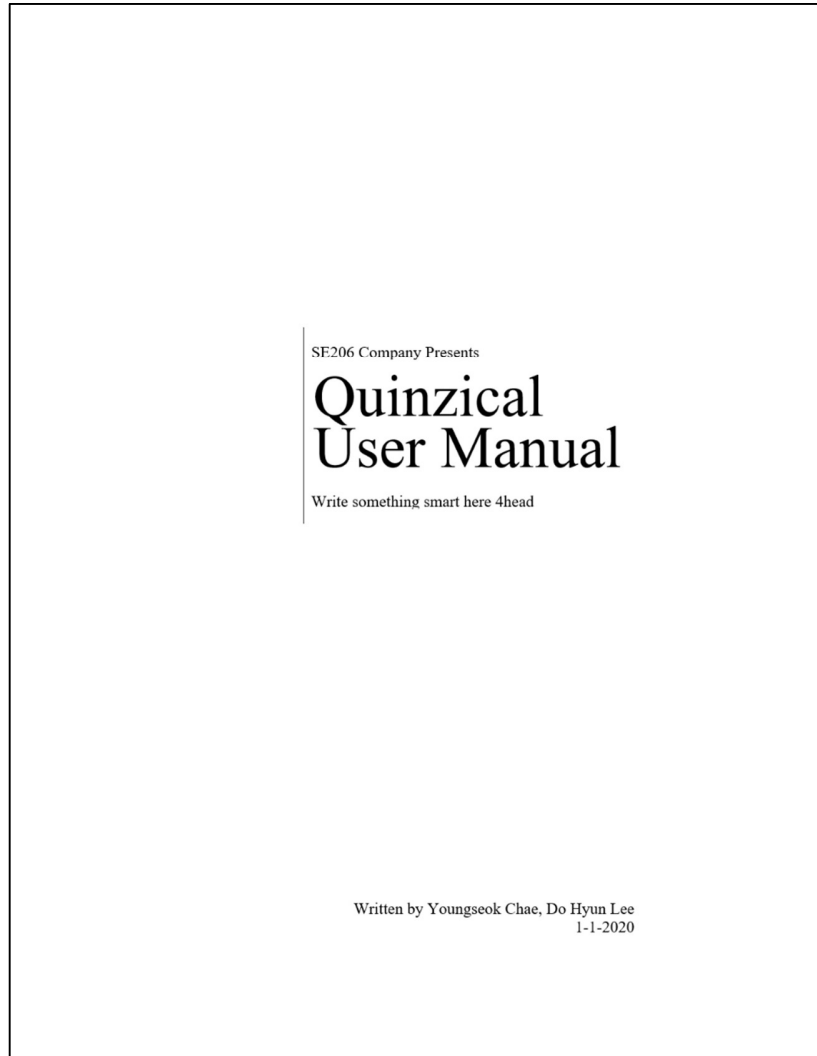
Each category can be chosen five times. After the last questions is answered, the category becomes unavailable regardless of it being answered correctly or incorrectly. Once two categories are selected, the International category is unlocked!

## 2.1.2 Practice Mode



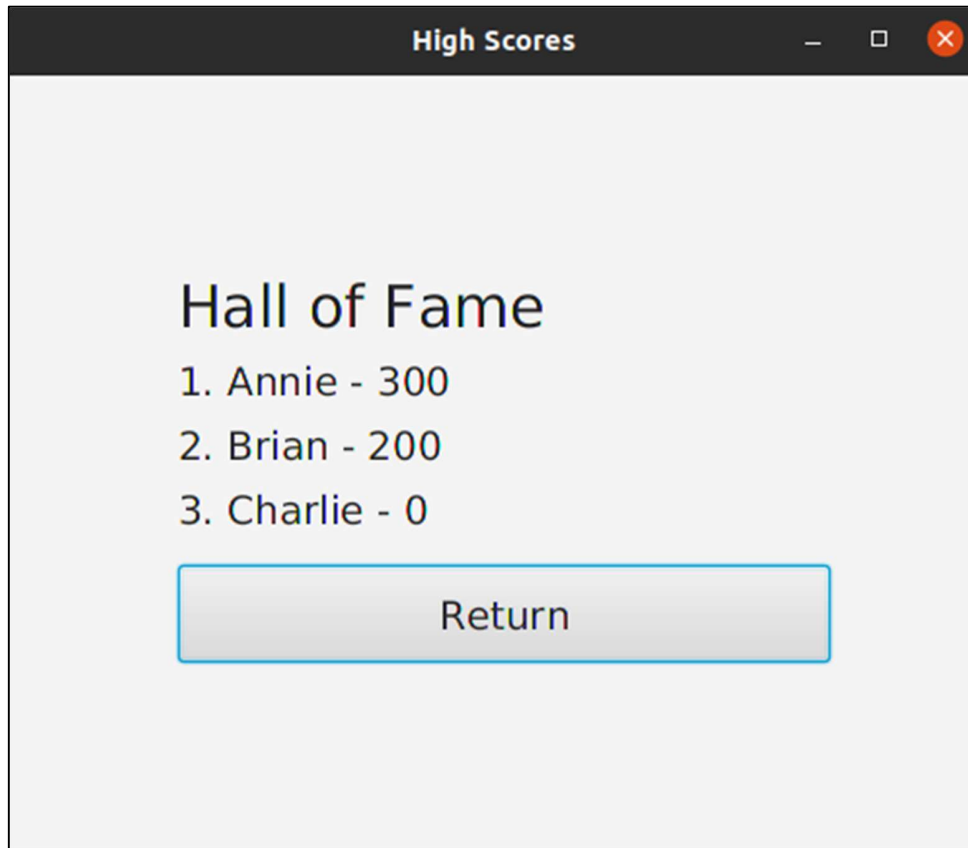
Pressing the Practice Mode button will open the Practice Module, where all the categories are listed. Selecting a category allows you to answer the questions without a time limit, and with multiple guesses. Navigate to 2.2.2 for more details.

## 2.1.3 Help

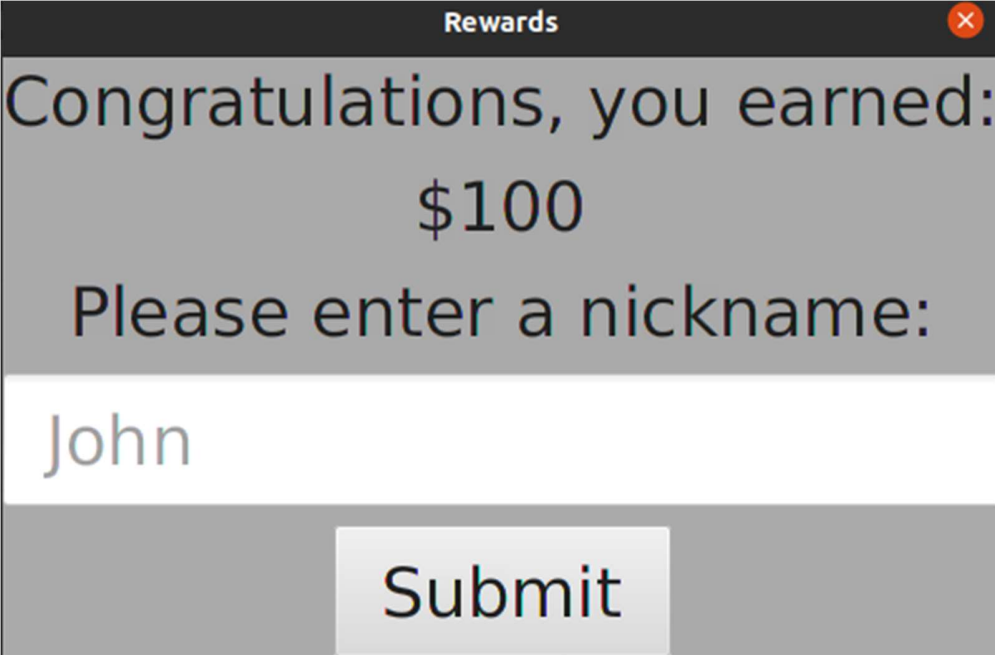


Pressing the Menu button will open a new window, where it will ask you to confirm that you want to open the Manual. If yes is pressed, the game will open a Manual file in the form of a pdf.

## 2.1.4 High Scores



Pressing the High Scores button will create a new window, where the scores of players who have completed the Game Mode are ranked in order of highest to lowest winnings.



Rewards

Congratulations, you earned:  
\$100

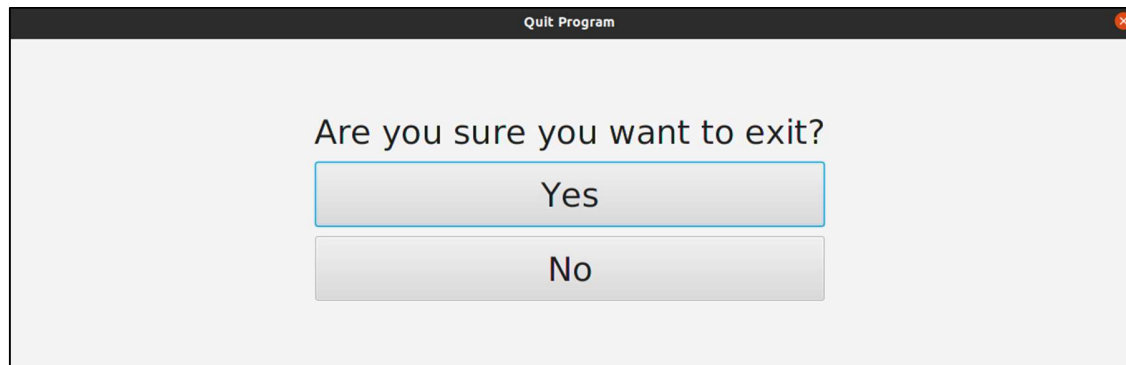
Please enter a nickname:

John

Submit

After answering all of the available questions on Game Mode, a rewards screen will appear. Here, your total points earned are displayed and will ask you to put down a name. After pressing submit, you will be shown the Score board to see how well you did against your friends and family.

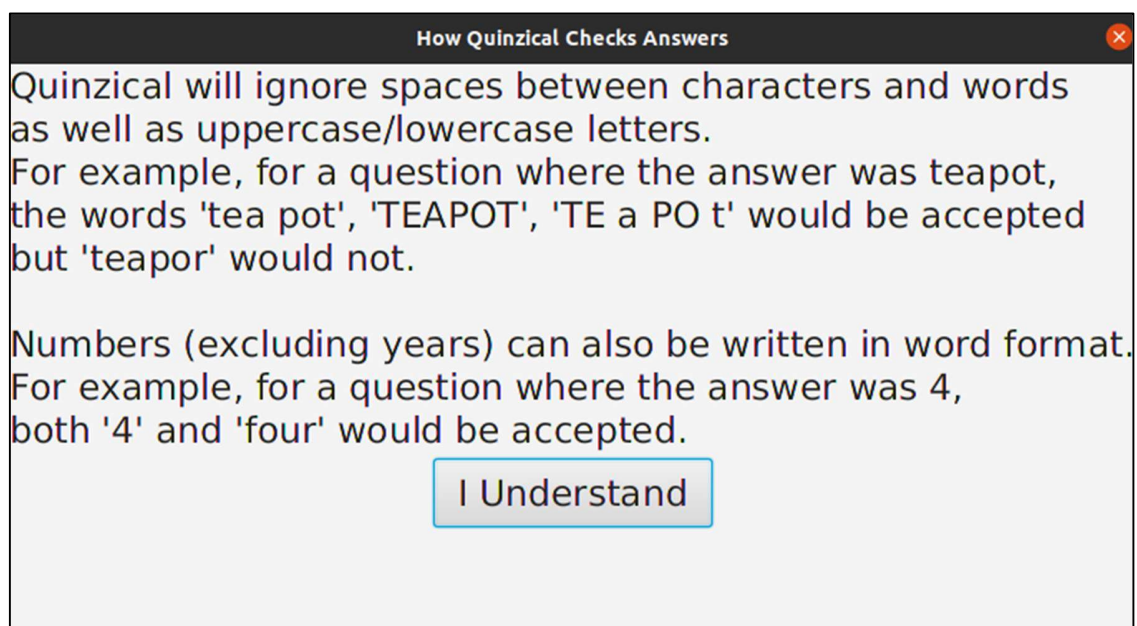
## 2.1.5 Quit



Pressing the Quit button will create a new window, which will ask you to confirm that you want to exit the game.

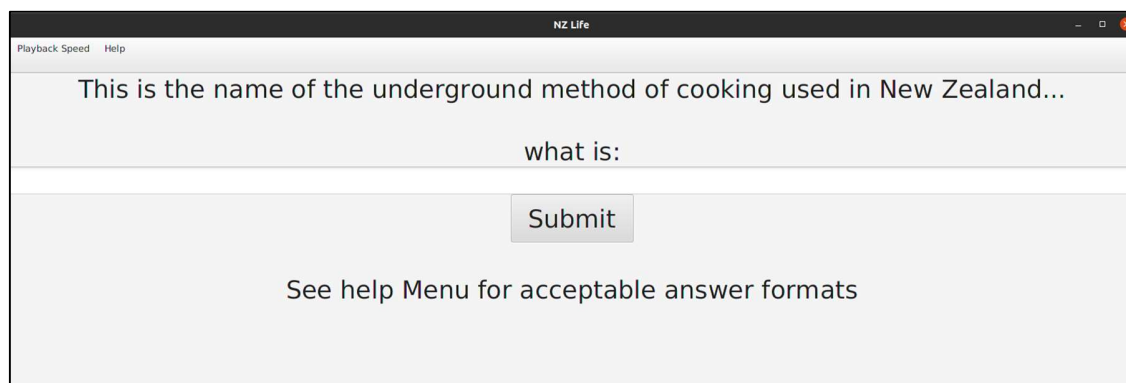
## 2.2 Answering Questions

To answer a question, simply click on a category which you want to test yourself in. The game will then take you to a new window, where you will be shown the definition to a word. Your goal is to answer what word the definition is describing.

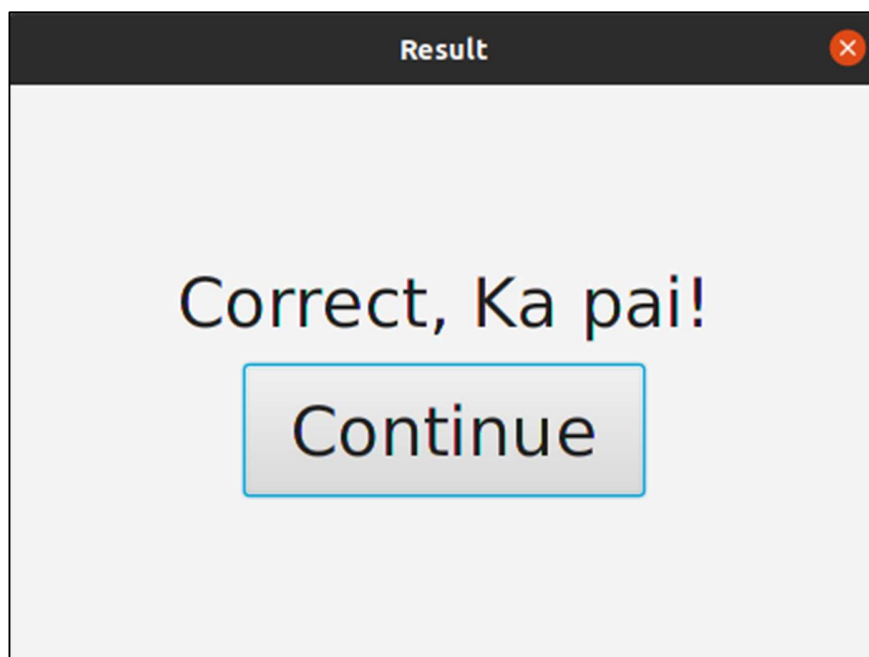


By pressing the Help menu bar at the top of the window, you will see a guide on how the application compares your input to the answer – read it carefully, since even a typo will cost you the points!

## 2.2.1 In Game Mode

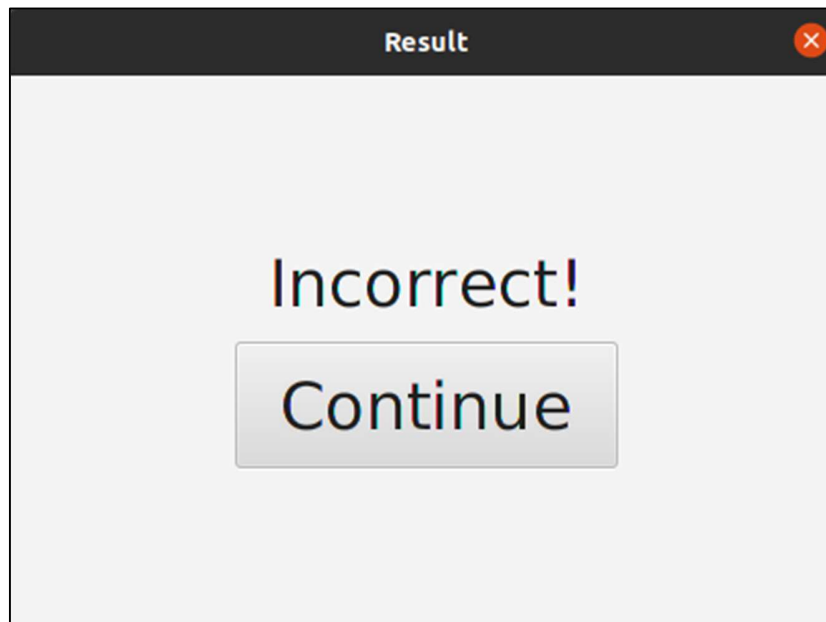


To answer a question, simply type in the word which you think is the correct answer inside the text field, then press the submit button.

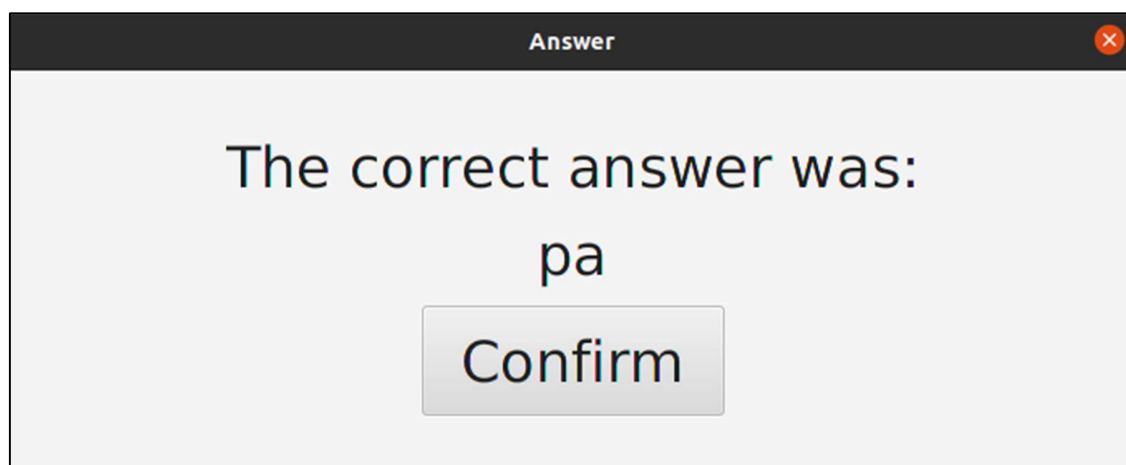




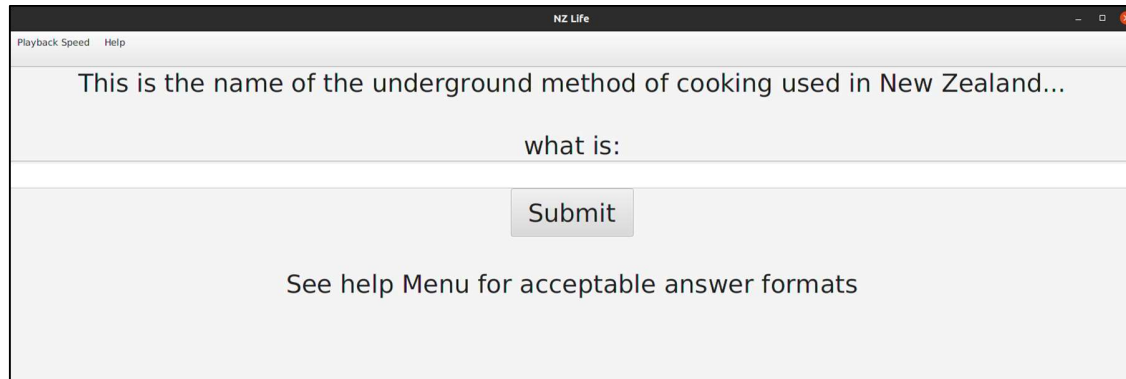
If answered correctly, you will be greeted with a congratulatory message and returned to the categories window.



When answered incorrectly, an “Incorrect!” window will show, followed by a new window revealing the correct answer after continue is pressed (see below). The user is then returned back to the categories window.

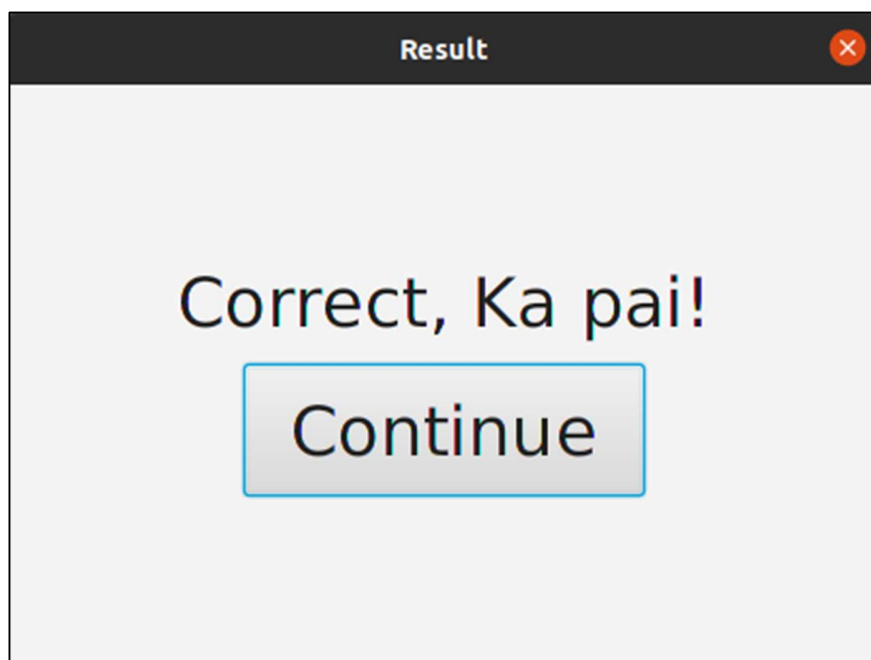


## 2.2.2 In Practice Mode

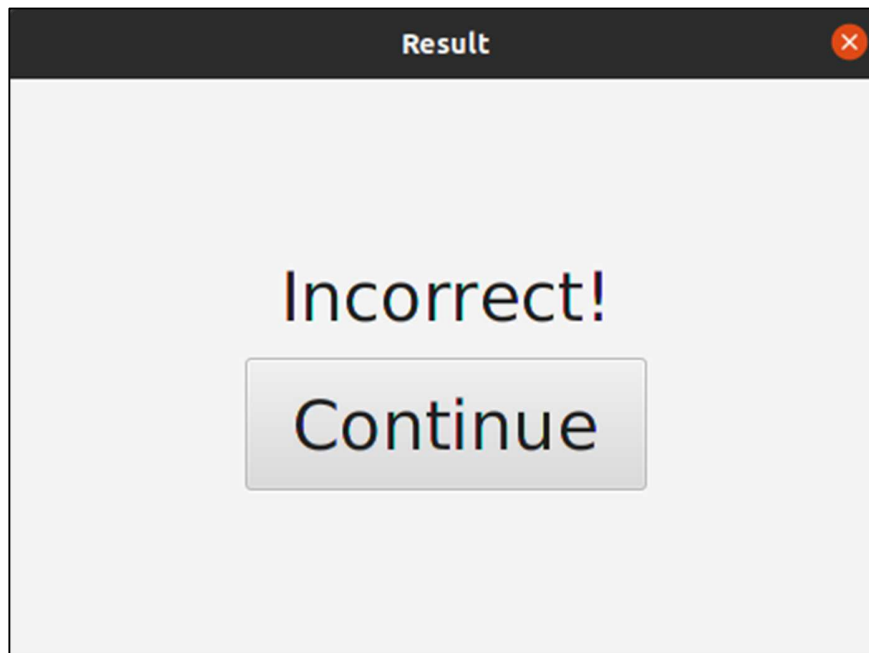


The screenshot shows a window titled "NZ Life" with a dark header bar. Below the header, there is a text prompt: "This is the name of the underground method of cooking used in New Zealand...". Below the prompt is a text input field containing the text "what is:". To the right of the input field is a "Submit" button. Below the input field and button, there is a line of text: "See help Menu for acceptable answer formats".

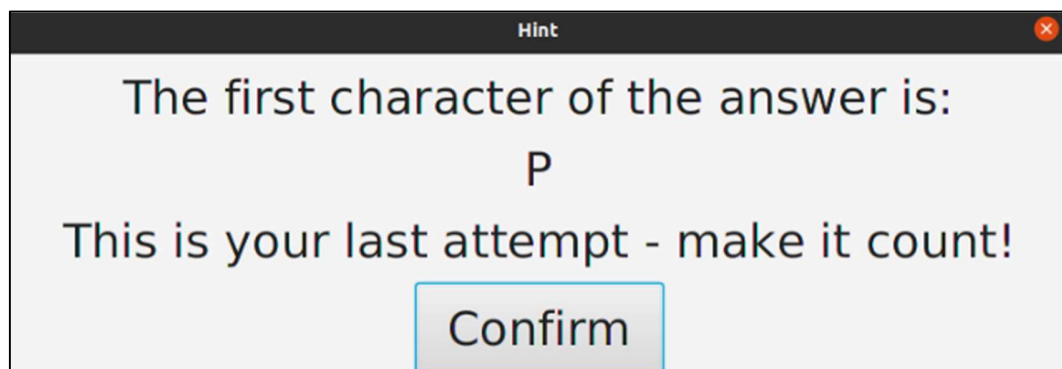
To answer a question, simply type in the word which you think is the correct answer inside the text field, then press the submit button.



If answered correctly, you will be greeted with a congratulatory message and returned to the categories window.



If answered incorrectly, don't worry! You still have THREE more tries to get it correct. If you answer correctly on any of the three tries, you will also be greeted with a congratulatory message.



On the final attempt, a clue will be revealed – the first letter of the word (excluding The, A, etc.) will be shown.

## 3.0 Editing Categories

### 3.1 Adding New Categories

To add a new category to the game, follow and copy the next steps:

- Open the QuestionBank.txt text file.
- Copy this code under the + sign on line 128, including the + sign below:

```
+  
NAME  
What is the year the Government pledged New Zealand would be predator  
free@what is@2050  
This is the name of New Zealand Male Rugby Team@what is@All Blacks  
What New Zealand song has made it into the New Zealand Top 40 in three  
separate decades@what is@Poi E  
This is the nationality of the inventors of the bobby pin, wide toothed  
shearing comb, and jet boat@what is@New Zealander  
In 1990 New Zealand became the first country in the modern world to make  
this appointment@what is@Official National Wizard/National Wizard  
With more than 400, New Zealand has more of these per capita than any  
other country in the world@what are@golf courses  
The first record wholly produced in New Zealand from composition to  
pressing@what is@Blue Smoke  
+
```

Where NAME is the category name, the general topic of the category you are adding.

Except the questions would be different. The format of the question and answer must be EXACTLY in the following:

**question@what is@answer**

Open the DisplayPracticeBoard.java class, then copy this code under Category 9 on line 150 up to and excluding the ----- line:

```
Button CategoryX = new Button("NAME");
GridPane.setConstraints(Category9, a, b);
Category9.setPrefSize(300, 80);
String catNameX = CategoryX.getText();

CategoryX.setOnAction(e -> {
    AnswerQuestion.displayQuestion(catNameX, "Practice", 0);
});
-----
```

Where X is 10 if this is the first category that is being added. This number will increment depending on how many categories you add.

Where NAME is the general topic of the category eg. Places, Symbols, Famous People etc.

Where a is 1 and b is 5. If you are adding more than 1 category, each time you add a category, 'a' will alternate between 0 and 1, and 'b' will increment by 1 every time 'a' goes from 1 to 0. ie. Adding a 2nd category, 'a' would be 0 and 'b' would be 6.

The existing code on line 153:

```
gameGrid.getChildren().addAll(Category, Category1, Category2,
Category3, Category4, Category5, Category6, Category7, Category8,
Category9);
```

Should be changed to up to and excluding the ----- line:

```
gameGrid.getChildren().addAll(Category, Category1, Category2,
Category3, Category4, Category5, Category6, Category7, Category8,
Category9, CategoryX);
-----
```

Open the DisplayGameBoard.java class.

Copy this code under Category9 on line 272 up to and excluding the ----- line:

```
Button CategoryX
= new
```

```

Button("Oddities")
;

CategoryX.setFont(new Font("Arial",
35));
GridPane.setConstraints(CategoryX,
a, b);
CategoryX.setPrefSize(420, 120);
String catNameX =
CategoryX.getText();
Button catLabelX= new Button();
catLabelX.setText("Oddities
selected");

CategoryX.setOnAction(e -> {

gameGrid.getChildren().remove(CategoryX)
;

GridPane.setConstraints(catLabelX, 0, 5);
catLabelX.setPrefSize(420,
120);
catLabelX.setFont(new
Font("Arial", 35));

gameGrid.getChildren().add(catLabelX);
incrementCount();

chosenCategories.add(catNameX);
boolean booleanType=
isCategoriesSelected();
if (booleanType== true) {
window.close();

displayGameBoard(chosenCategories);
}
});

```

-----

Where a is 1 and b is 5. If you are adding more than 1 category, each time you add a category, 'a' will alternate between 0 and 1, and 'b' will increment by 1 every time 'a' goes from 1 to 0. ie. Adding a 2nd category, 'a' would be 0 and 'b' would be 6.

The existing code on line 274:

```
gameGrid.getChildren().addAll(Category, Category1, Category2,  
Category3, Category4, Category5, Category6, Category7, Category8,  
Category9);
```

Should be changed to up to and excluding the ----- line:

```
gameGrid.getChildren().addAll(Category, Category1, Category2,  
Category3, Category4, Category5, Category6, Category7, Category8,  
Category9, CategoryX);
```

*Now open the GetQuestion.java class.*

*Copy this code in line 65 up to and excluding the ----- line:*

```
else if (category.equals("NAME")) {  
categoryNum = X+1;  
lineNum = Y;  
}
```

*-----*

Where X+1 is the same number used in the CreatePracticeBoard.java class plus 1.

Where NAME is the same category name used in CreatePracticeBoard.java.

Where Y is the number of lines the category takes up, including the line containing the category name.

## 3.2 Removing Existing Categories

To remove a category in the game, follow and copy the next steps:

Open the QuestionBank.txt file.

Navigate the category you wish to remove. The category name should be below a + sign and consist of usually one or two words on that line.

Delete the category, including all the questions. Each category and its respective questions are separated by two lines that consist of a + sign each.

Now open DisplayPracticeBoard.java class.

Delete the code that looks similar to this up to and excluding the ----- line:

```
Button CategoryX = new Button("NAME");
GridPane.setConstraints(Category9, a, b);
Category9.setPrefSize(300, 80);
String catNameX = CategoryX.getText();

CategoryX.setOnAction(e -> {
AnswerQuestion.displayQuestion(catNameX, "Practice", 0);
});
-----
```

Where NAME is the category name that you want to remove.  
Below the above code, there should be code that looks like this up to and excluding the ----- line:

```
gameGrid.getChildren().addAll(Category, Category1, Category2,
Category3, Category4, Category5, Category6, Category7, Category8,
Category9);
-----
```

Get rid of the category number that corresponds to the category you are removing.

Open DisplayGameBoard.java class.

Delete the code that looks similar to this up to and excluding the ----- line:

```
Button CategoryX
= new
Button("Oddities")
;

CategoryX.setFont(new Font("Arial",
35));
GridPane.setConstraints(CategoryX,
a, b);
CategoryX.setPrefSize(420, 120);
String catNameX =
CategoryX.getText();
Button catLabelX= new Button();
catLabelX.setText("Oddities
selected");
```





Remove the code that looks similar to the following code up to and excluding the ----- line:

```
else if (category.equals("NAME")) {  
categoryNum = X;  
lineNum = Y;  
}  
-----
```

Where NAME is the category name that you want to remove.

## 3.3 Editing Questions in a Category

### 3.3.1 Adding/Removing Questions

Open the QuestionBank.txt text file.

#### **To add a question:**

Navigate the general category your question would be under. If there is no category that fits your question, follow 3.1 to add a new category.

Add the question where the format of the question and answer must be EXACTLY in the following up to and excluding the ----- line:

```
question@what is@answer  
-----
```

Open GetQuestion.java class.

*Navigate the code that looks similar to this up to and excluding the ----- line:*

```
else if (category.equals("NAME")) {  
categoryNum = X;  
lineNum = Y;  
}  
-----
```

Where NAME is the category that you want your question to be in. Increment Y by 1. i.e. If Y was 12, change it to 13.

**To remove a question:**

Navigate the category your question is under.

Remove the question line which should be in the format:

**question@what is@answer**

Open GetQuestion.java class.

Navigate the code that looks similar to this up to and excluding the ----- line:

```
else if (category.equals("NAME")) {  
categoryNum = X;  
lineNum = Y;  
}  
-----
```

Where NAME is the category that the question you are removing is under,  
Decrement Y by 1. i.e. If Y was 12, change it to 11.

### 3.3.2 Editing Questions

Open the QuestionBank.txt text file.

Navigate the question you wish to edit by locating the category which the question is under.

Edit the question to your pleasure, however the final question line must follow this EXACT format up to and excluding the ----- line:

**question@what is@answer**  
-----