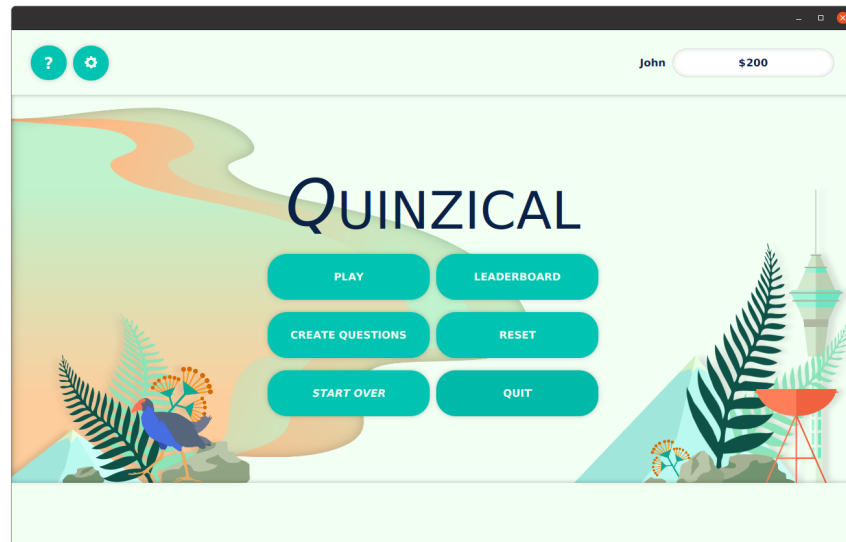# QUINZICAL

USER MANUAL

Step-by-step user guide to getting started with Quinzical

What is Quinzical?

Quinzical is a fun, [Jeopardy](#)-style learning tool to help you and your friends compete in New Zealand and other Trivia!


Figure 1: Main menu screen

The Quinzical application includes the program *Quinzical.jar* and also includes a script to ensure ease of running the application. To run the application, simply type `./script` into a terminal that is directed towards the application directory. You will know that you have successfully run the game when the main menu screen (Figure 1) appears. If you are having trouble launching the game, talk to a friend or family member that can help you troubleshoot. Some suggestions are:
- Ensuring the correct Java version (OpenJDK-14)
- Ensuring the correct JavaFX version (OpenJFX)
- Ensuring that the terminal is pointed towards the application directory

Playing the Game

Click the 'Play' button on the main menu. After inputting your name, pressing 'Enter' and pressing 'Play' on the main menu again, you should be greeted with the following screen below (figure 2):
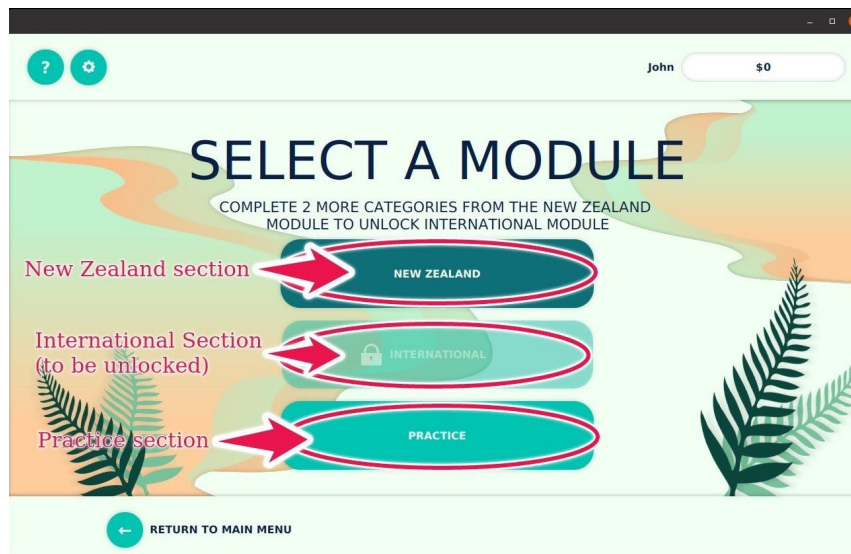
Figure 2: Game selection screen

You have the choice of playing either local New Zealand trivia, International trivia, or Practice. The International section must be unlocked by completing two categories of the New Zealand trivia section with no need for perfect scores in any of the two.
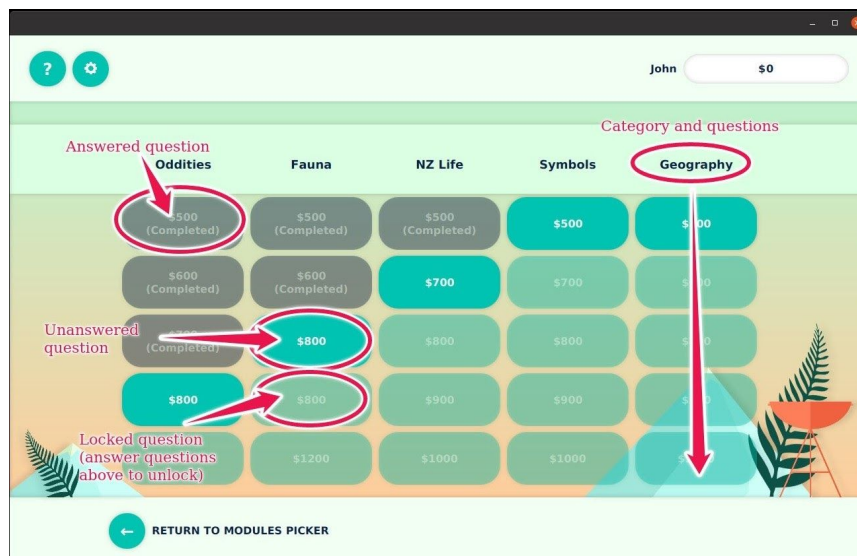
Practice

When you would like to practice, simply select the 'Practice' button from the game selection screen (Figure 2), this will start the practice mode. From there, you can select a category to play (contains categories from both New Zealand and international game types). Clicking left or right arrows will change the current category to be selected. To proceed to play, either click on the large category button in the centre of the application or press 'continue' in the bottom right of the application.
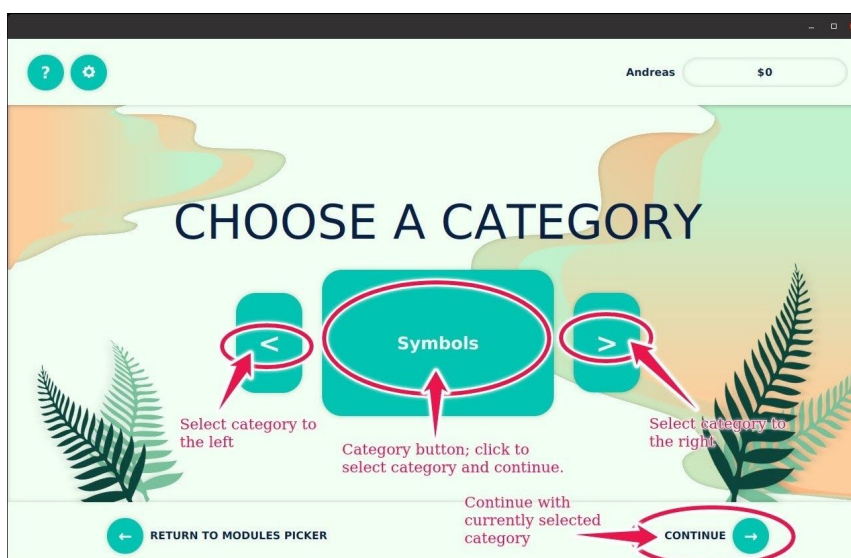

Figure 3: Category screen

Answering a Question

This section applies to answering a question in any type of game module, whether it be New Zealand, International, or Practice. The aim is to gain as many points as possible before you run out of questions to answer. When you have selected a game mode, you will be presented with a set of questions displayed as a grid. Each column of this grid displays a category of questions which is indicated at the top of the column (Figure 4). These questions each have a points value displayed and are in ascending order from top to bottom. The more difficult the question, the higher the points are worth. Questions are to be answered starting from least points worth to most points worth for each category.


Figure 4: Question selection screen

Upon clicking a question, you will be greeted with an answering screen (Figure 5). A maximum of 3 hints is available to you only in the Practice mode. Clicking the 'Hint' button will show you a character from the answer above the input box (highlighted in Figure 5).
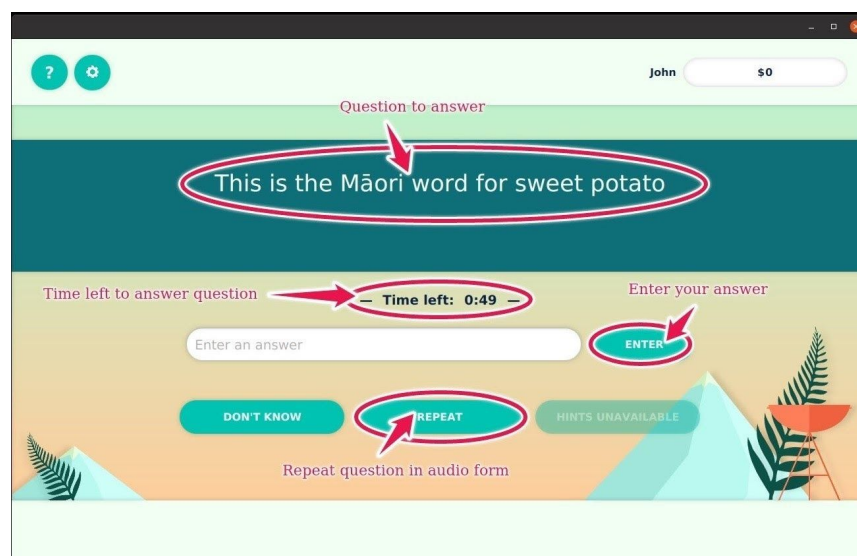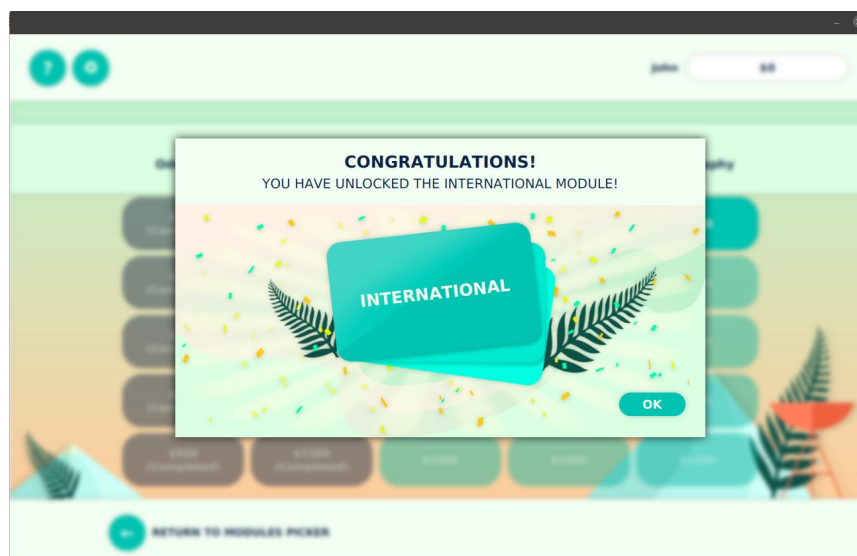

Figure 5: Question answering screen

Additionally, you will have a time limit on how long you have to answer the question (1 minute). However, in the Practice mode, you are provided unlimited answering time. When you have completed your answer and pressed either the 'Enter' button or keyboard key (Figure 5), the application will check your answer and mark it as either correct or incorrect. If your answer is correct, you will be rewarded with the points worth of the question you answered added to your total score. The 'Continue' button will bring you back to the grid of questions (Figure 6).
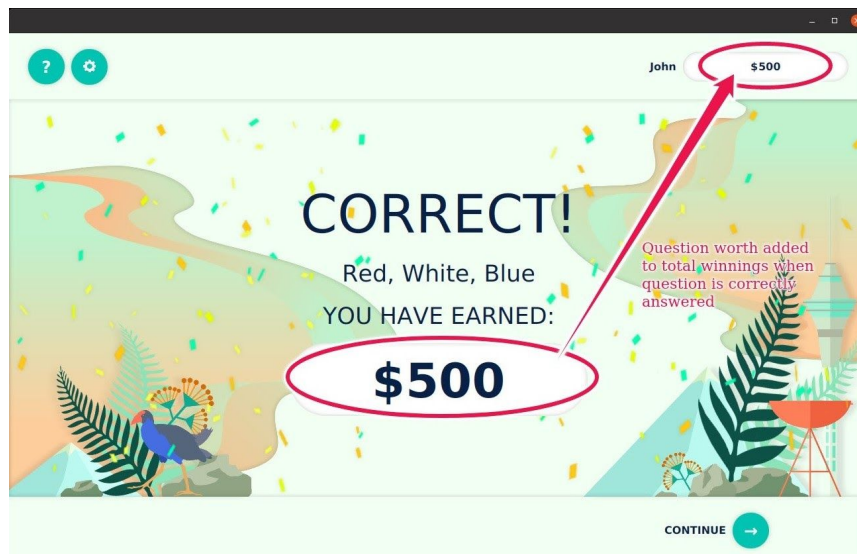
Figure 6. Question correctly answered

After completing two categories in the New Zealand game type, you will be rewarded by having the International section unlocked. This will be indicated by having the popup in Figure 7 appear and the international section will no longer be greyed out as it is in Figure 2.

Figure 7: Unlocking the international section

When you have answered all of the questions in your game, the game will end and you will be rewarded with the following screen. If you are in a non-practice game mode, your score will have been added to the leaderboard. You will be prompted to 'Start over' the game and will be locked out of playing that game mode until you do the start over (Figure 8).
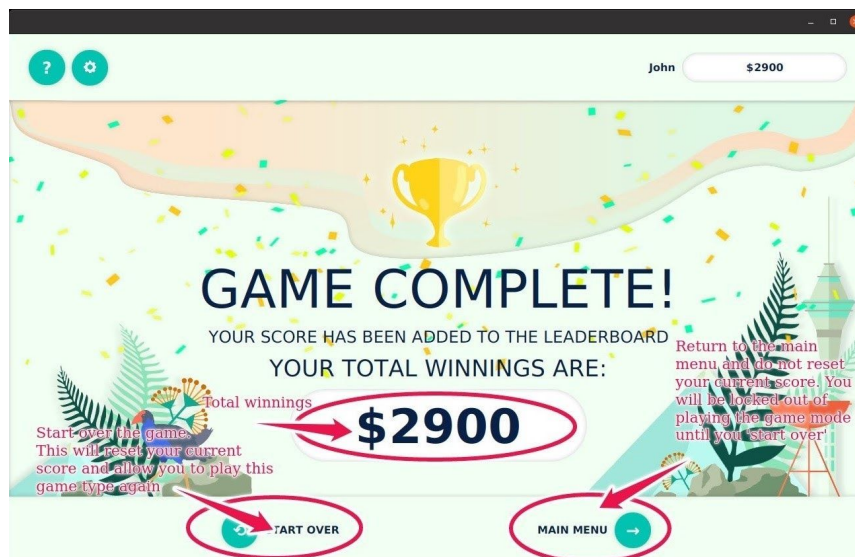

Figure 8. Completed game

Getting Help

Help is always available to you by pressing the '?' button at the top left of the application (Figure 10). The following screen will appear to aid you (Figure 9).
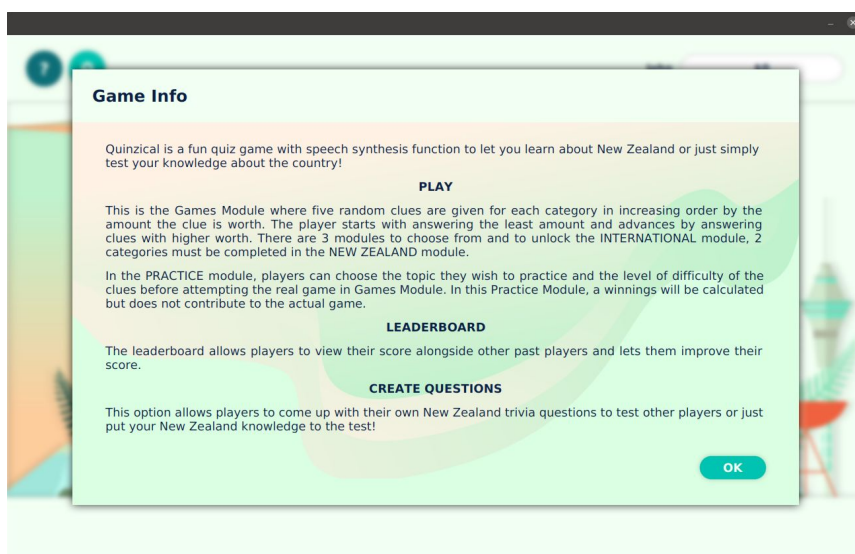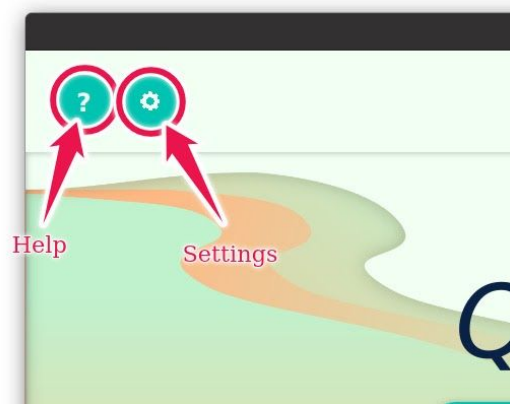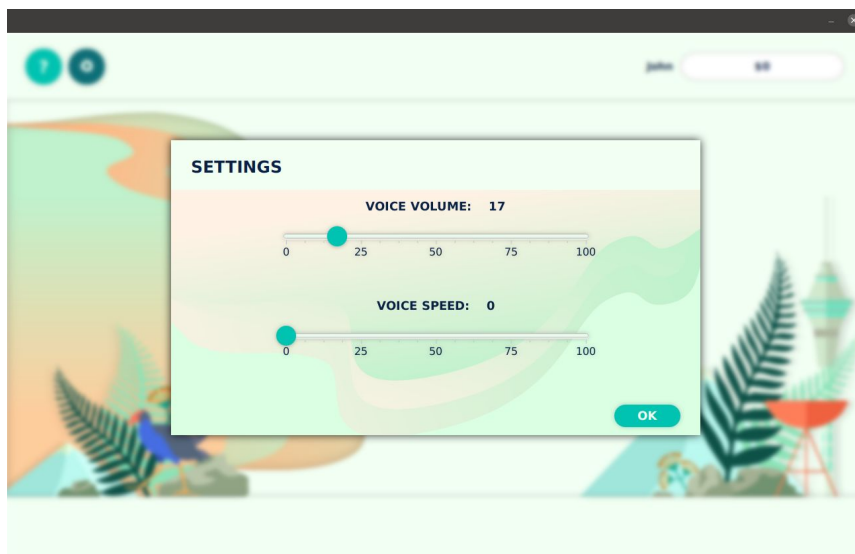

Figure 9: Help screen

Settings

To change the rate of the voice speed or the voice volume for the question presenter, select the 'gear icon' that is present on the top left corner of every screen in the application. (Figure 10)
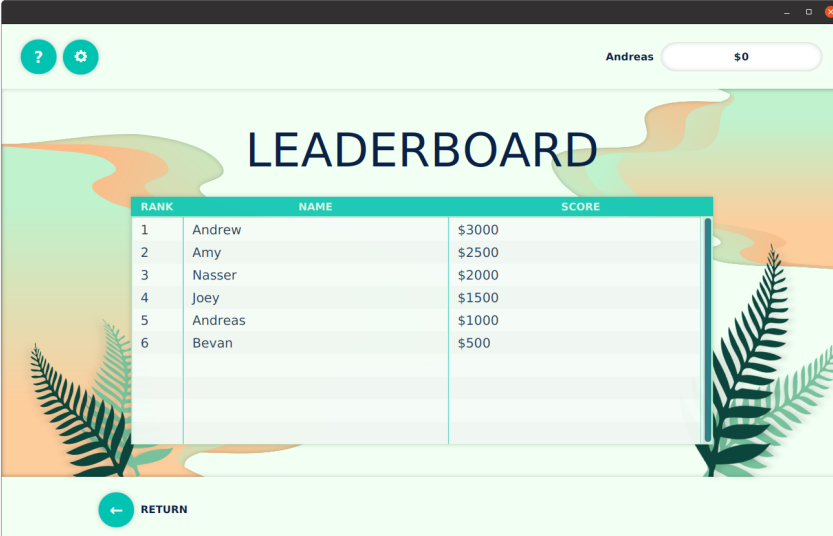

Figure 10: Help and settings buttons

You will be presented with two sliders which allows you to change both of the voice volume and speed (Figure 11).

Figure 11: Voice speed and volume sliders

Leaderboard

When you have completed a non-practice game, a reward screen would have been displayed telling you that you have completed the game and your score added to the leaderboard. To see the leaderboard, navigate to the main menu (Figure 1) and click the 'Leaderboard' button. You should see your name with your most recent score. The higher your score, the higher your placing on the leaderboard is. Rank number 1 will be the highest score and your competition to beat! Can you beat Andrew's score? (Figure 12)

Figure 12: Leaderboard screen

Restarting/ Resetting the Game

Resetting the game means a complete reset of the leaderboard, your name, and all progress that you have made on any current games. If you would just like to reset your current games and retain the leaderboard and your set name, you should use the 'Start over' functionality. Both of these functionalities are accessible from the main menu (Figure 1) as options. Upon clicking the 'Start over' or 'Reset' button, a popup will appear to confirm the action in case this was not the desired action.