

# **QUIZ MAKER 1.0**

***User manual***

## **CONTENT**

INTRODUCTION.....	3
QUIZ MAKER EDITOR .....	4
QUIZ MANAGER .....	13
OTHER STUFF.....	15

## INTRODUCTION

**Quiz Maker** is two-in-one solution that enables you to easily create your own quiz in Unity 3D game engine. It consists of two main parts:

- 1) Quiz Maker Editor
- 2) Quiz Manager

**Quiz Maker Editor** is Unity 3D editor extension. It allows you to set up main properties of your quiz, e.g. quiz name, number of questions, number of levels, basic background images etc. But more important, Quiz Editor is flexible tool for entering questions.

**Quiz Manager** is essential part for running quiz in a game mode. In some hand, it's a simple and basic game that uses Unity's GUI system for game play. Quiz Manager is tested and running on Web player, Android and PC & Mac standalone platforms. Keep it in mind that it's pretty basic and is suitable for easy extending.

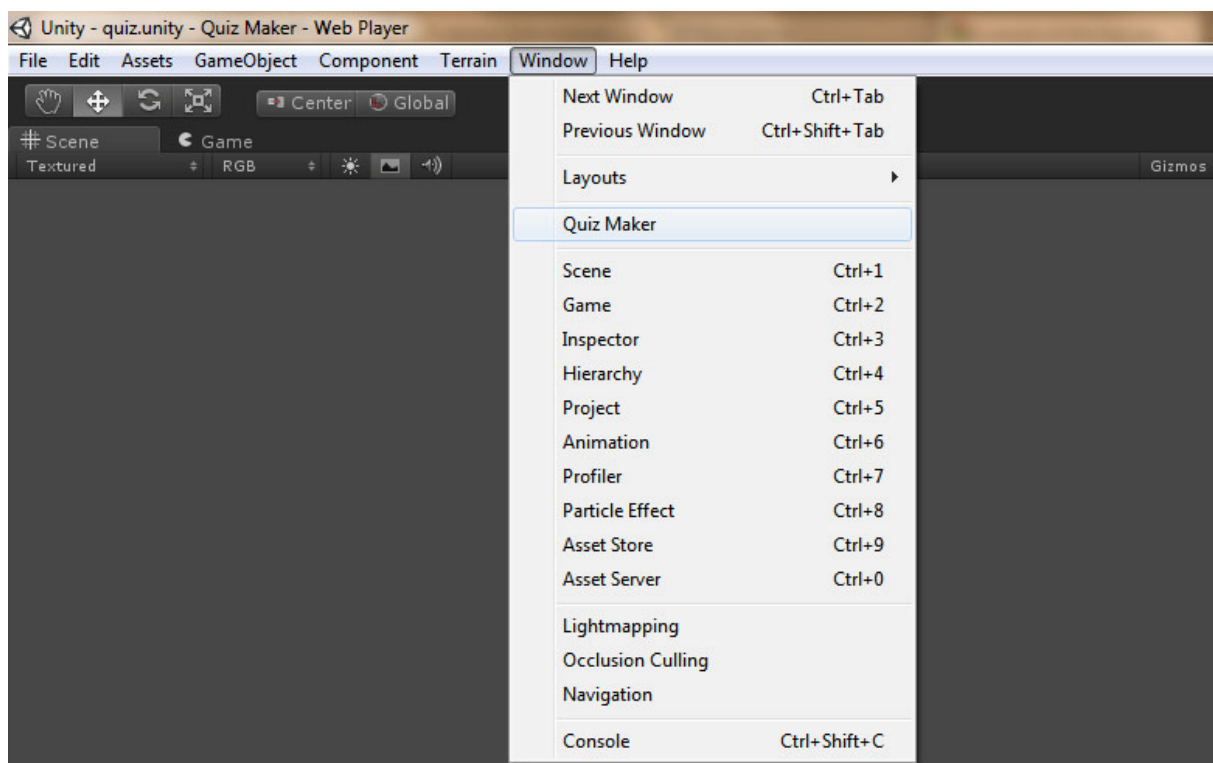
## QUIZ MAKER EDITOR

To start your own quiz, you must launch *Quiz Maker Editor*.

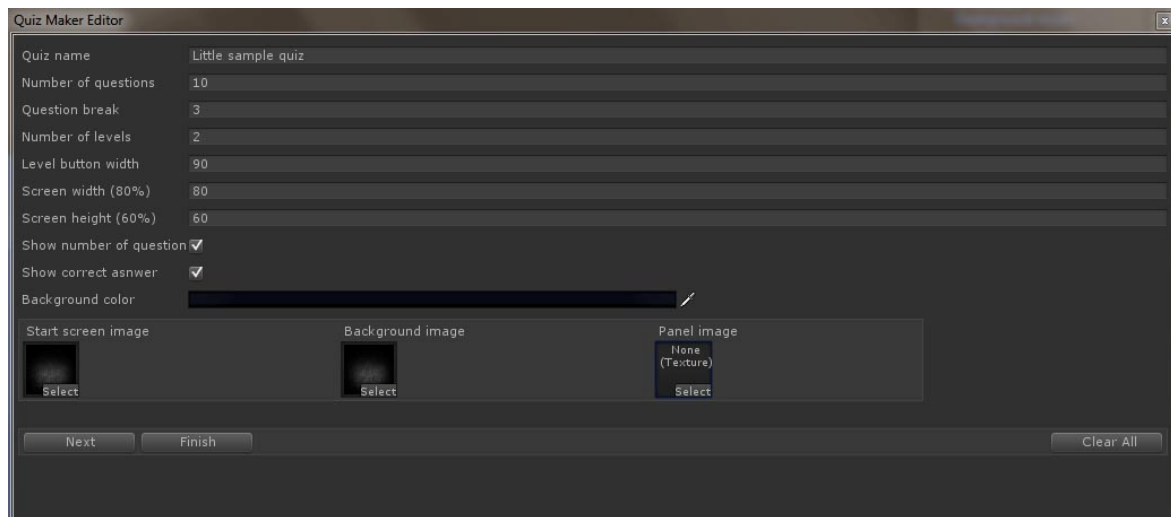
### Important!

Quiz Maker Editor needs file in which it can store data. The data is by default stored in **Assets/QuizMaker/Data/data.asset**. Don't delete this file!

To launch Quiz Editor, go to *Windows* menu and click on *Quiz Maker*, like on this picture.



You can now see new editor window and it should look like this one on the picture. There are some fields that you can edit. They are described below the image.



<i>Quiz name</i>	Of course, this is the name of your quiz. Something like "Crazy Quiz", "Silly Questions" or whatever comes to your mind.
<i>Number of questions</i>	How many questions are in quiz.
<i>Question break</i>	Break between two questions. The value (from 0 to max. integer) is interpreted as seconds.
<i>Number of levels</i>	You can group your questions into levels. This value tells how many levels are in a quiz.
<i>Screen width</i>	Width of the area that is used for showing questions and all of their elements in Quiz Manager.
<i>Screen height</i>	Same as previous, but for height.
<i>Show number of questions</i>	Show ordinal number of current question during a quiz.
<i>Show correct answer</i>	If <i>question break</i> is enabled, show correct answer for previous question during break
<i>Background color</i>	Background color of a quiz.
<i>Start screen image</i>	Start-up image.
<i>Background image</i>	Image in the background of a quiz.
<i>Panel image</i>	Image over <i>Background image</i> . It's dimensions depend on <i>Screen width</i> and <i>Screen height</i>

On the bottom, you can see three buttons:

<i>Next</i>	Takes you to the next step – entering questions.
-------------	--

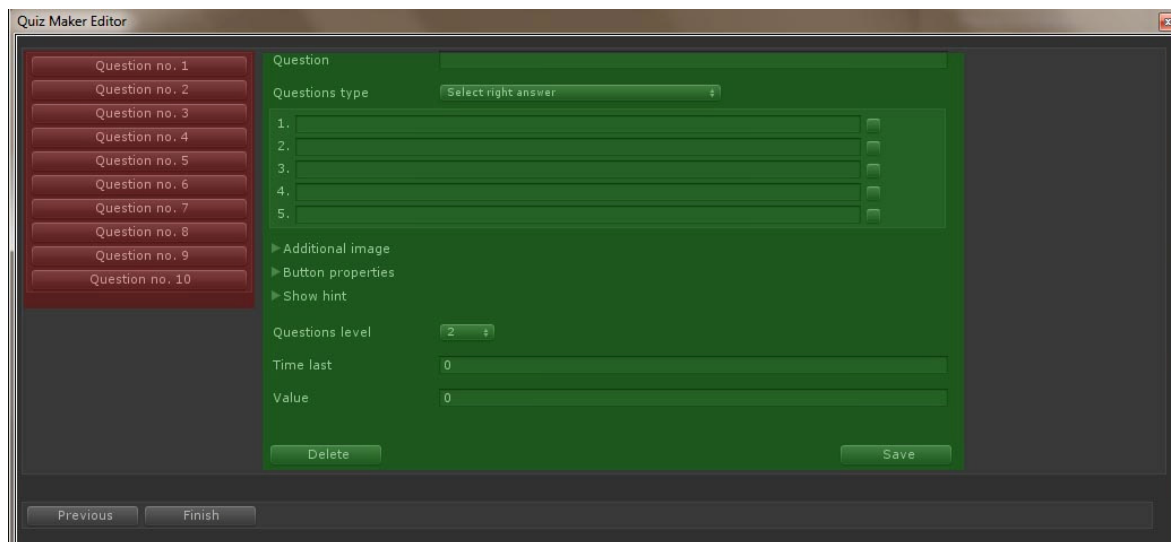
*Finish*

Save the current changes.

*Clear All*

Deletes all your settings and question. Be careful with this!

Now, first click *Finish* to save basic data of your quiz and then click on *Next*. You should see something like this.



Area in red is a list of questions. Number of buttons in this area is equal to the number of question you entered in the previous step. Area in green has number of question's elements and this is a quiz's core.

### **Important!**

If you want to save any changes made to some question, you must click on *Save* button!

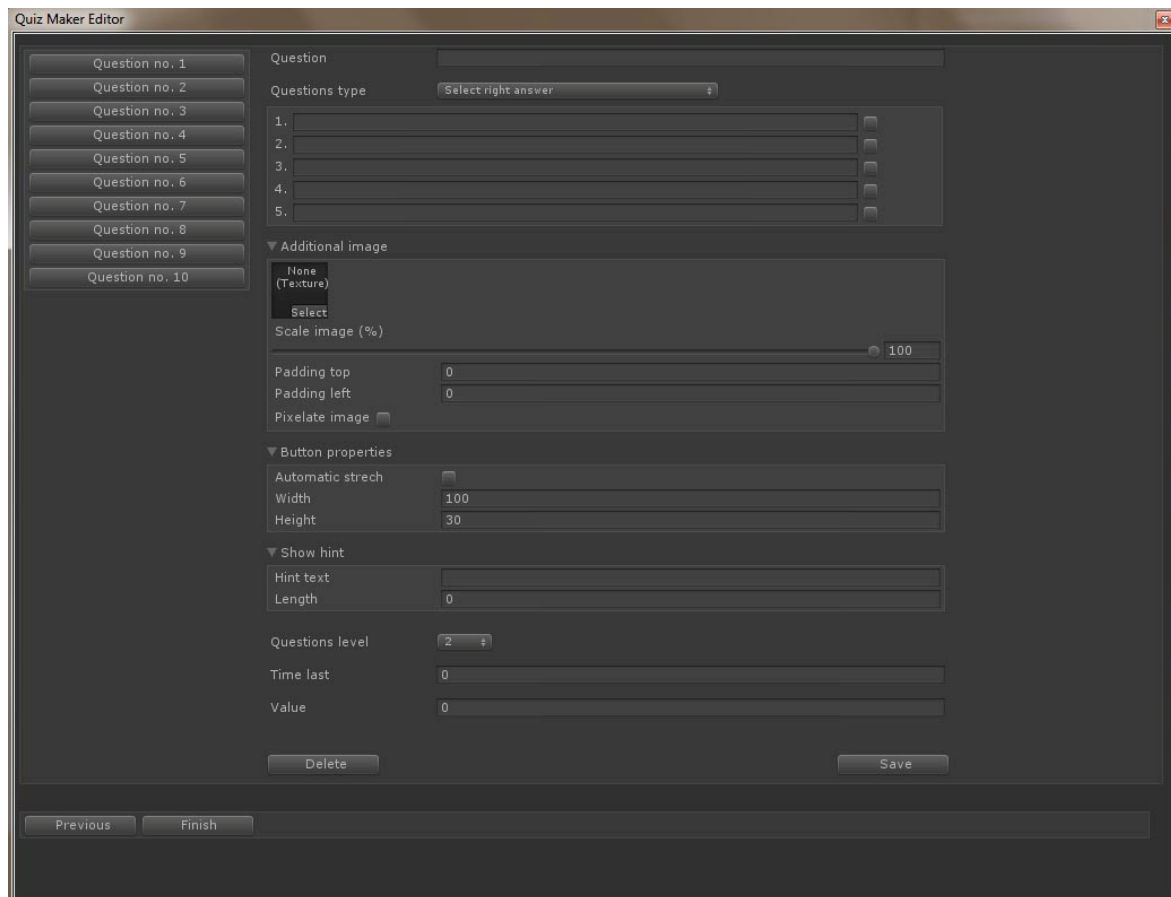
*Question*

Text of the question, something like "Who was the first president of USA" or "Match singer with his song".

*Question type*

Defines the type of your question. The first two types presume that the user will choose right answer(s) from classic ABCDE list. The last two types are pairing of the elements from the left and right side.

If you pick question type "Select right answer", the window will look like this



Below *Question type* pop-up, you can see five empty text fields. This is where you enter answers to the question. You don't need to fill every field. On the right side of every field is a toggle button that denotes if the answer is right or wrong. There can be more than one correct answer.

*Additional image* Image that goes with the question. Good for "Who is on the picture" questions. You can scale image size and adjust padding.

*Pixelate image* is option that will pixelate additional image. By the time, pixelisation will get smaller.

*Button properties* Set the width and the height of the button in which the answers appear. You can also set all buttons to automatic stretch.

*Show hint* Use this if you want to help player with the hint. Hint *length* defines how many seconds before end of the question will the hint appear.

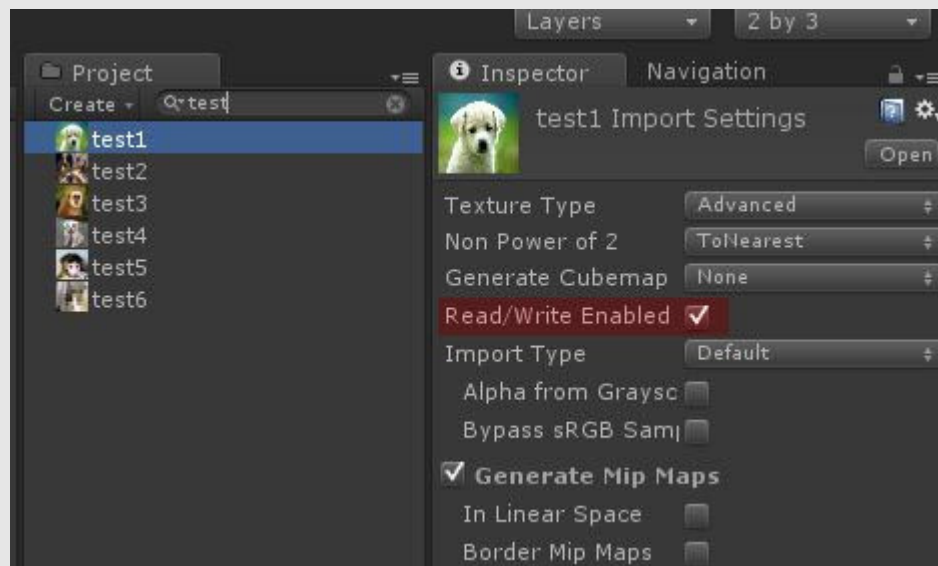
*Question level* In which level should this question appears. If you have only one level, this is automatically set to 1.

*Time last* How many seconds this question last.

*Value* Value of the question. This can be used for building of score system.

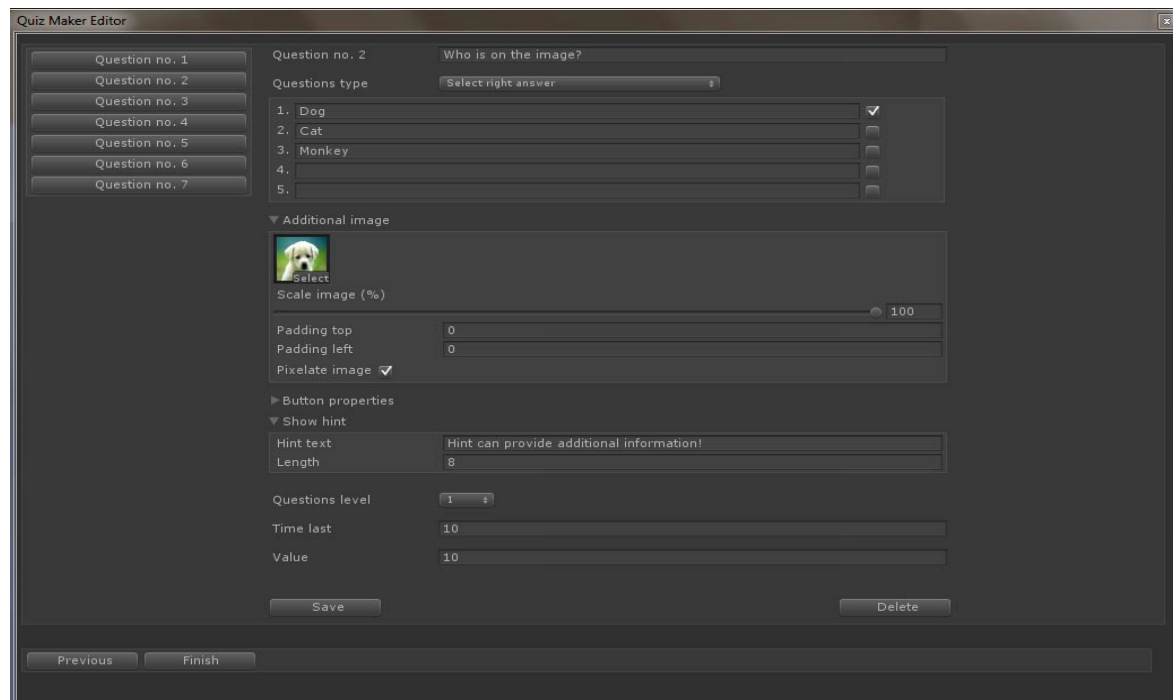
### Important!

If you want to pixelate texture, it must have read/write option enabled.

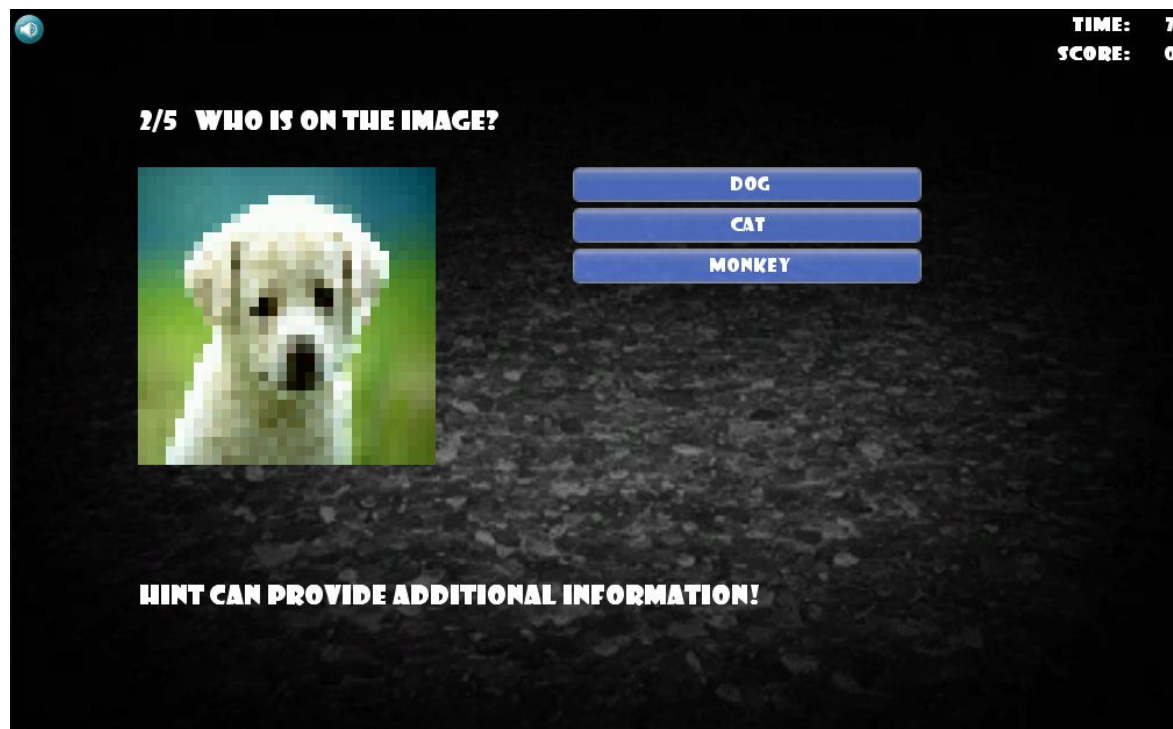


Finally, don't forget to click *Save*. Of course, button *Delete* will delete the question – be careful with this. Now, on the next image you can see question with entered data.

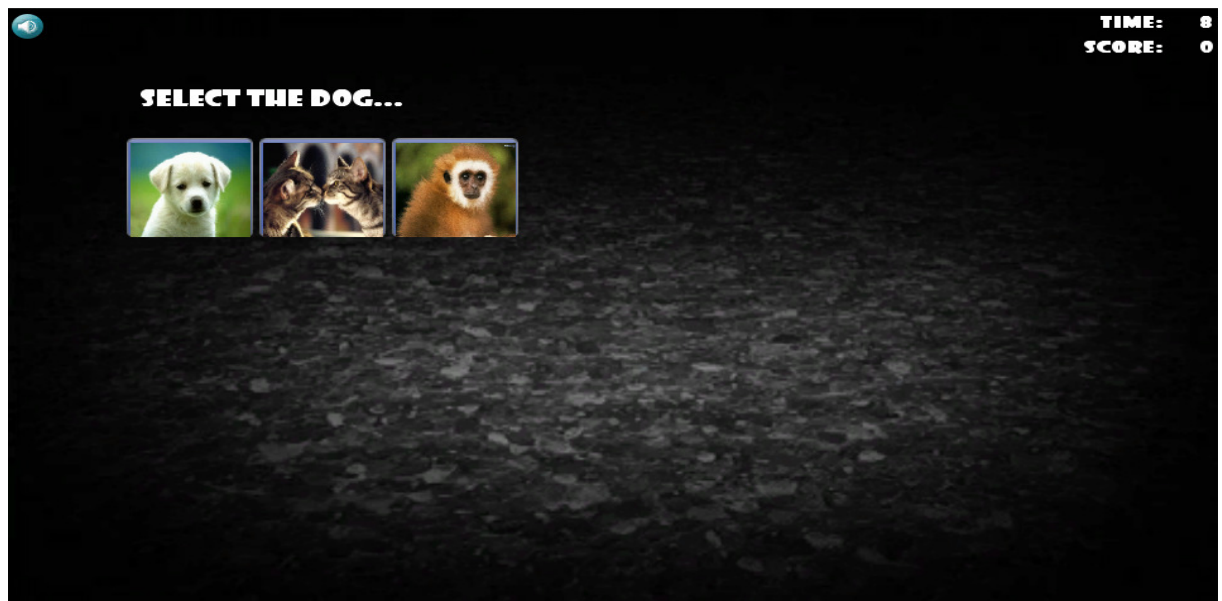




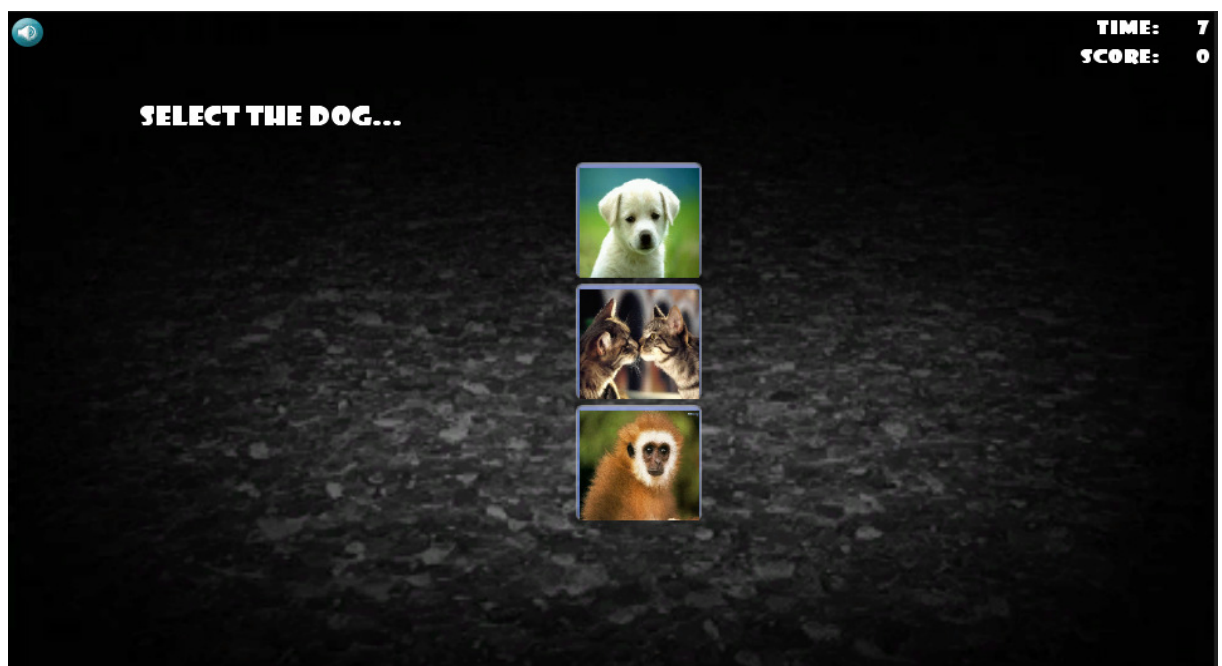
And this is how this question looks when you run Quiz Manager.



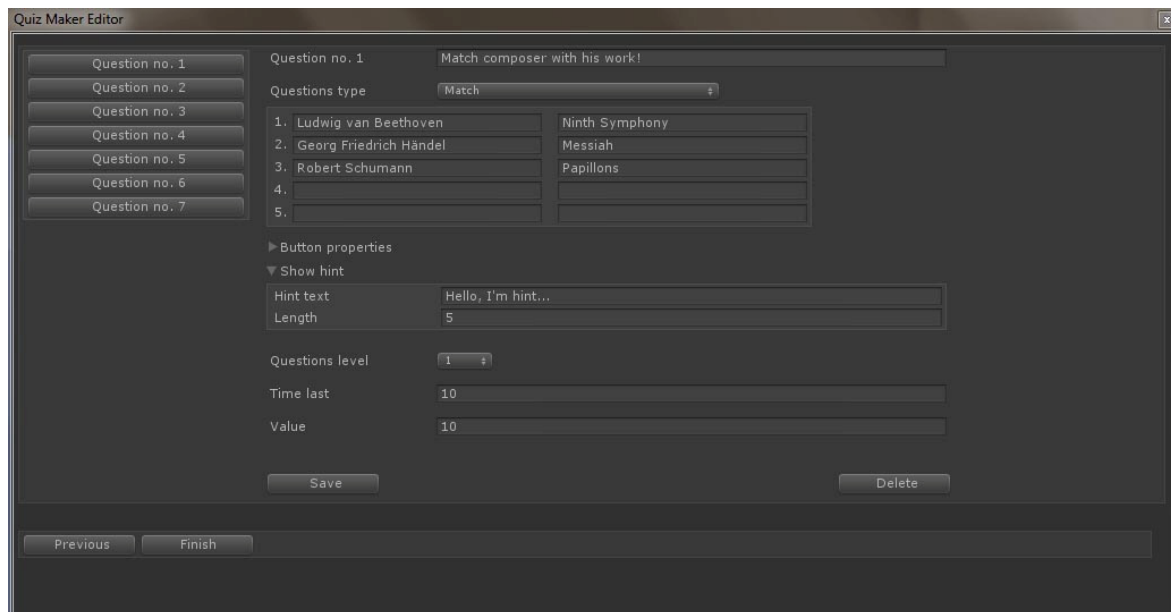
The next question type, "Select right image", is basically the same as previous. The main difference is that the user doesn't see text in answers list but rather images. As you can see, there is option *Horizontal orientation*. If you selected it, the images will be listed horizontally, like this.



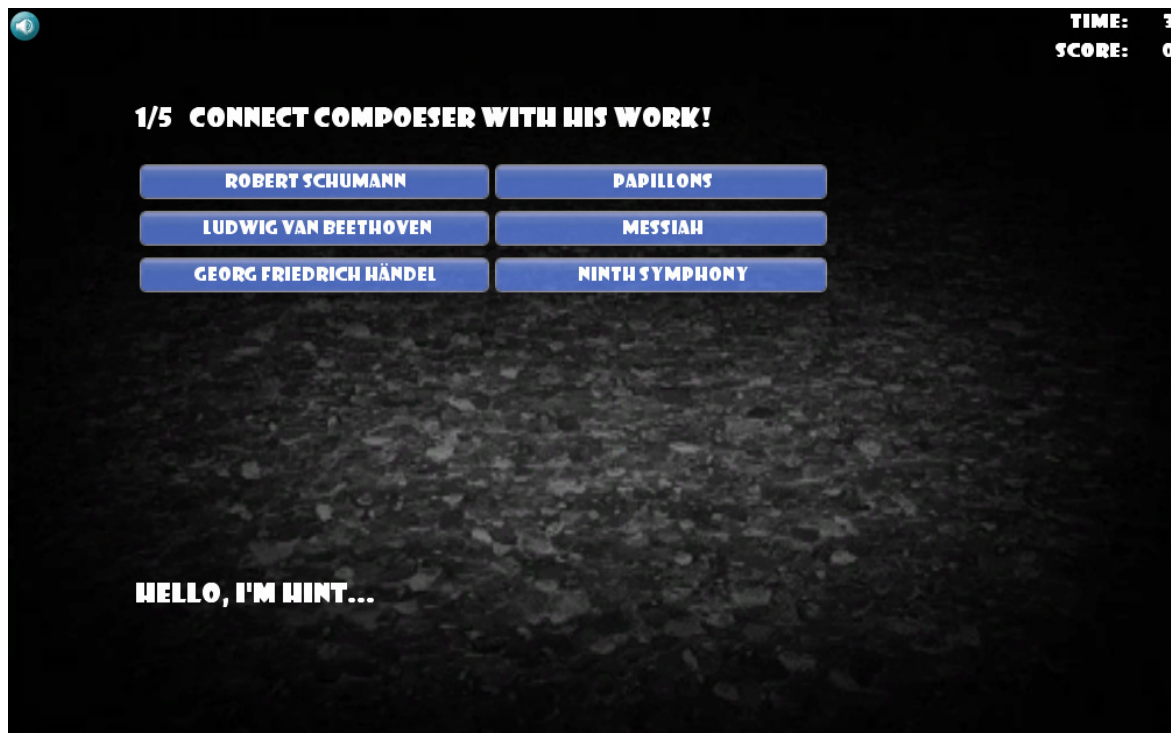
If you don't, they'll be vertically listed, like this.



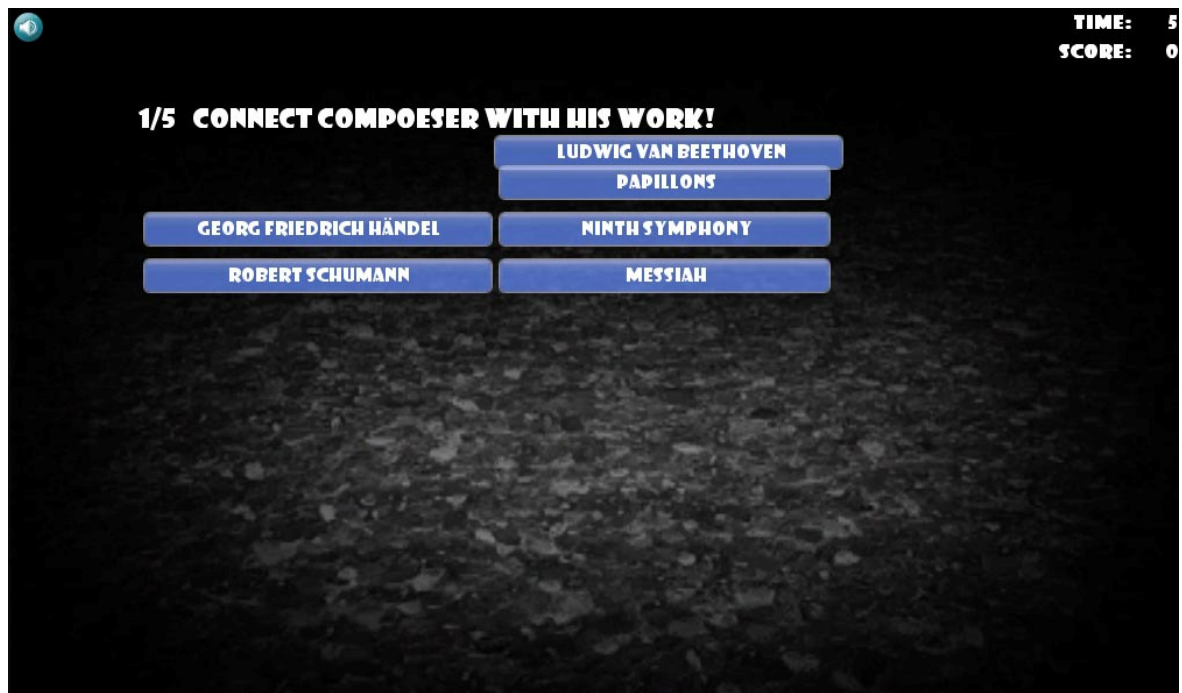
Question type, *Match*, expect from player to match answers on the left side with the answers on the right side. In editor, it's like this.



And this is how it looks in the play mode...



...and when you match button using drag'n' drop.

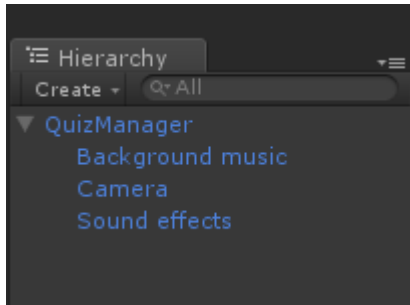


Finally, question type *Match images* is the same as previous type, but in this case player must match images.

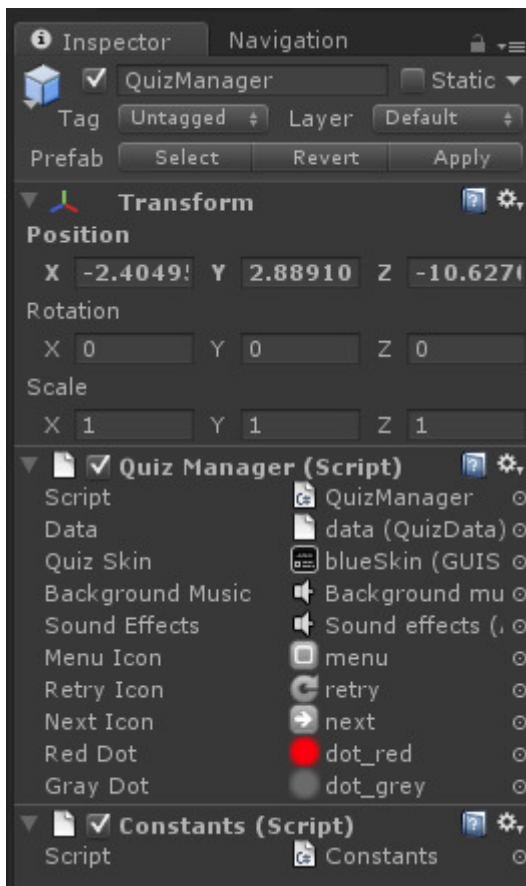
### **Important!**

Once more... If you want to save any changes made to some question, you must click *Save* button!

## QUIZ MANAGER



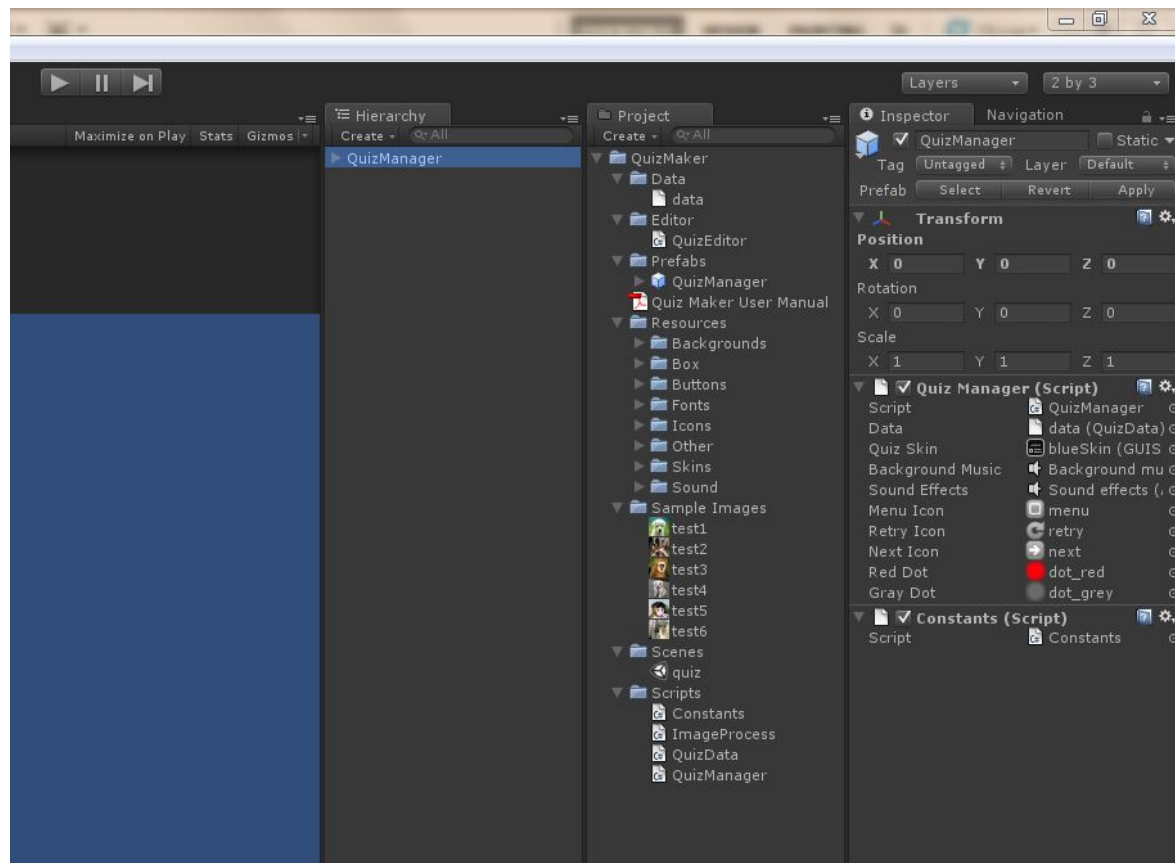
When you are finished entering the questions, it's time to play a quiz. In the package you've bought, there is a scene "quiz" (Assets/QuizMaker/Scenes/quiz.unity). Open it. Now, you can see game object QuizManager in *Hierarchy* tab.



If you click on a parent object, QuizManger, you can see in Inspector tab that there are two script attached to it. It's very import that you don't remove any of attached scripts!

Also, don't touch *Data* and *Quiz Skin* variables in Quiz Manager script. *Data* contains asset in which editor saved your quiz properties and questions. *Quiz skin* contains some important custom styles.

Now, if your screen looks like one on this image, you're ready to build and publish your quiz!



## OTHER STUFF

As stated previous, Quiz Manager is very basic example. In some case, you may wish to make some customization in the code to achieve results that are closer to your vision. On the other hand, this project will be continuously updated. You may expect major updates every month or two. They will bring new features and improvements, both for the Editor and for the Manager. Smaller updates will be released more often.

For more information about updates, there will be topic on Unity Community forum. You can also visit Quiz Manager web site <http://www.tomislavbali.com/quizmaker/> or mail me at [tb@tomislavbali.com](mailto:tb@tomislavbali.com).