

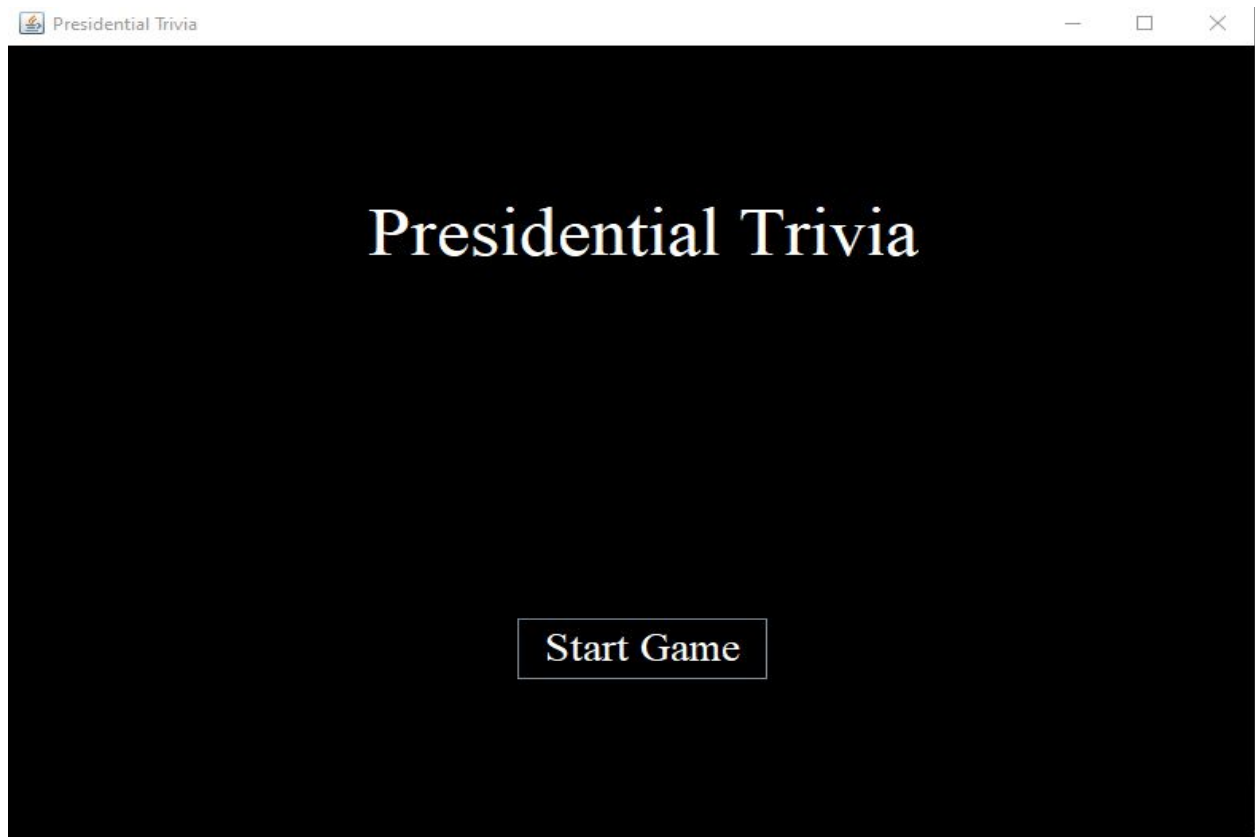
Presidential Trivia User Manual

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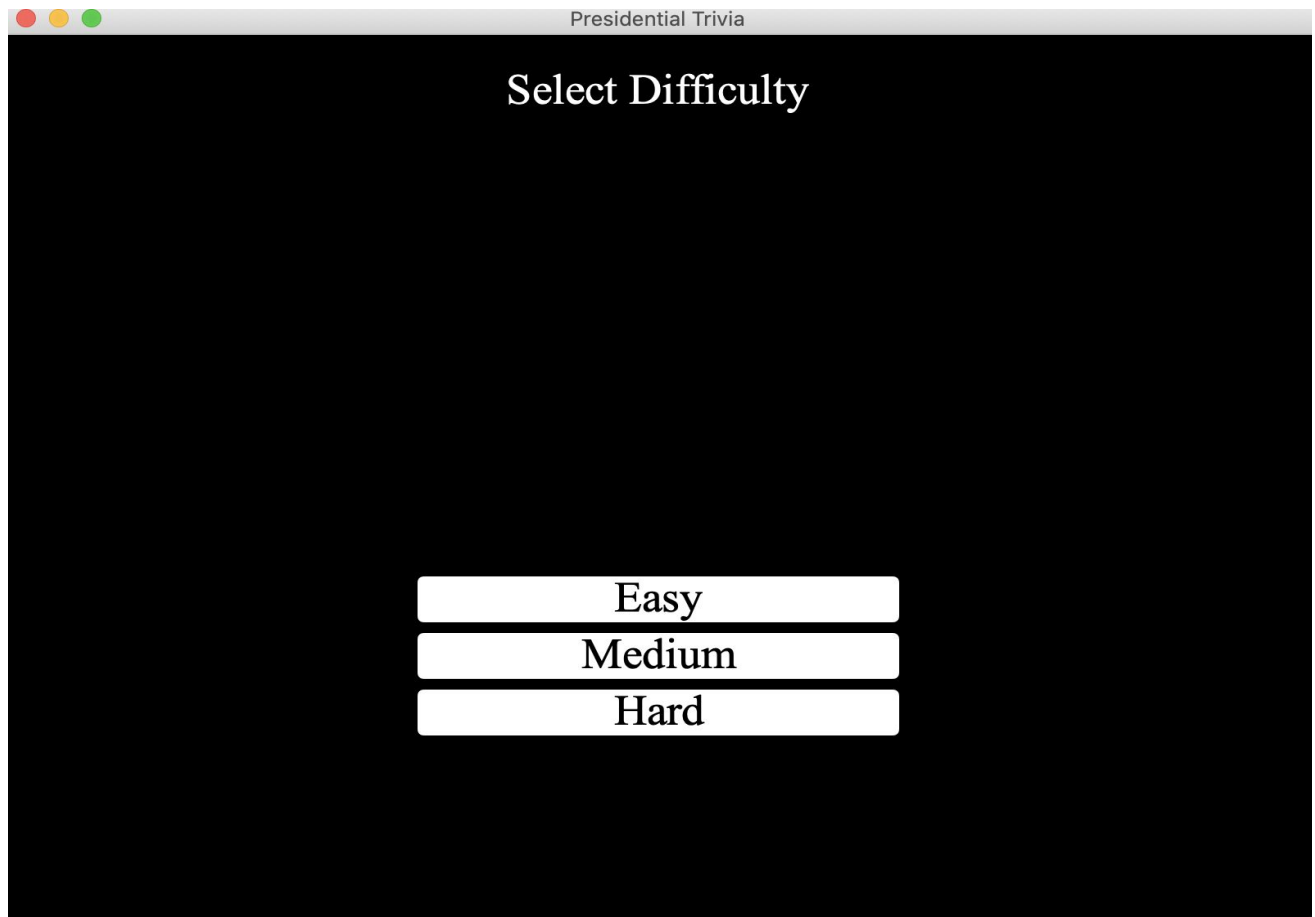


Title Screen



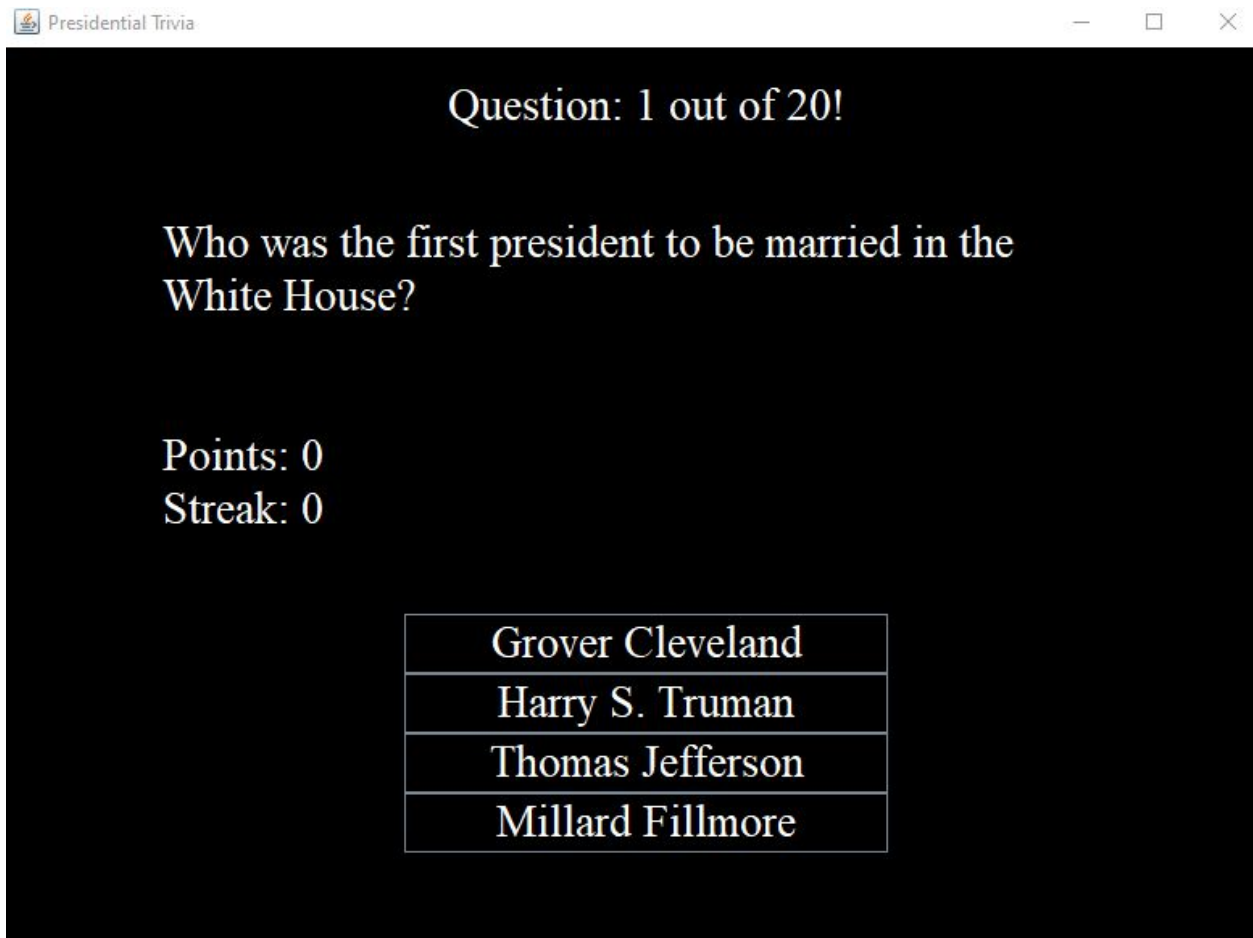
Title screen for the Presidential Trivia GUI. After the user executes the .jar or .java file, they are prompted with the Presidential Trivia title screen. When clicking “Start Game” in the choice 1 box, they are led to the “Select Difficulty” screen.

Difficulty Select



After clicking the “Start Game” choice in the title screen section the user is then prompted with the screen located above. The title “Select Difficulty” prompts the user with a choice of an “Easy” set of questions, a “Medium” set of questions, and finally a “Hard” set of questions. Each difficulty provides a set of 20 randomized questions along with a randomized set of 4 choices with 1 of the choices being the correct answer.

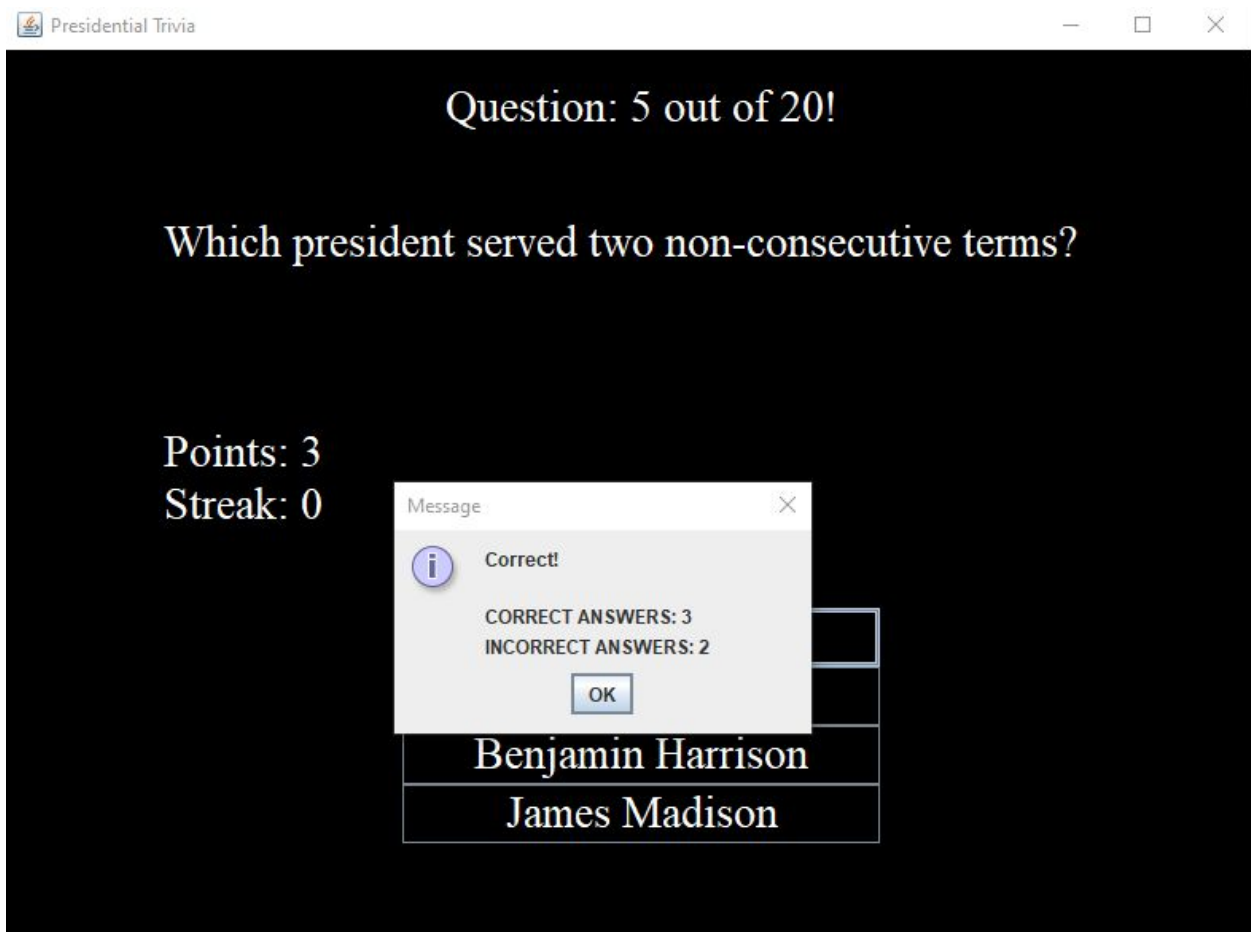
Understanding The Game



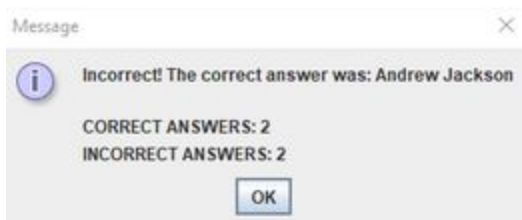
After selecting a difficulty, the user is then prompted with their first question out of twenty, shown above with “Question: 1 out of 20!”. As the user progresses from question to question, the counter will increase and continue until the user reaches question 20 in which the scoreboard will be presented. Under the question counter is the question prompt itself showing the question to be answered. After reading the question, the user chooses between 4 answers randomly generated and placed. 1 of the answers is correct while the other 3 are false.

If a user gets 1 question right they will receive 1 point and this will continue for how many questions they get right in a row. After the user gets a question right, they will begin their streak. For each question right the streak increases the amount of points you receive. A streak of 2 will get you 3 points and a streak of 15 will get you 16 points.

Understanding the Game Continued



Shown above is the prompt/message given to a user when they get a question correct. Displayed in the prompt is whether the answer is correct or incorrect, the amount of correct answers during the current playthrough, and the amount of incorrect answers during the current playthrough. The user can exit this prompt by left clicking the “OK” box or pressing enter. Alternatively, located below is the opposite message/prompt that would display if the user were to get a question wrong.



Scoreboard and End Screen



After the user completes their 20 questions in their selected difficulty they are led to the “Score Screen” with their difficulty listed closely after. Located under the “Score Screen” prompt is the final score, the user’s longest streak, the number correct and incorrect, and the high score for the session until the user quits out of the application. This high score utilizes persistent data to keep track of the user’s scores until they close out of the application. Underneath the high score prompt is a “Start New Game” box in which the user is redirected to the “Select Difficulty” screen to begin a new game.