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Index

1.Description of the package.	2
2.Colliders, tags and physics	2
3.Scripting.....	3
4.Format of input TXT	5
5. Video tutorial.....	6

1.Description of the package.

Free GoogleVR is needed:

<https://github.com/googlevr/gvr-unity-sdk/releases>

From cardboard buddies we pretend to give the best VR packages to our customers with simplicity and transparency. This package allows the user to create an advanced Quiz game with interactive buttons as shown in the video. This package also includes the Easy Curved Menu that implements a curved canvas used to show the scoreboard (left), the quiz (center) and the timer (right). In addition, this package includes the "circle trigger" package, that allows the developer to create a loading bar when focusing on a button.

When the player focuses on a button, a selector appears on the correct answer. Score is updated in function of the correct and incorrect answers.

The questions, answers, sprites and gameobjects shown in the quiz are read using "*.txt" files, which makes the quiz modifications extremely easy.

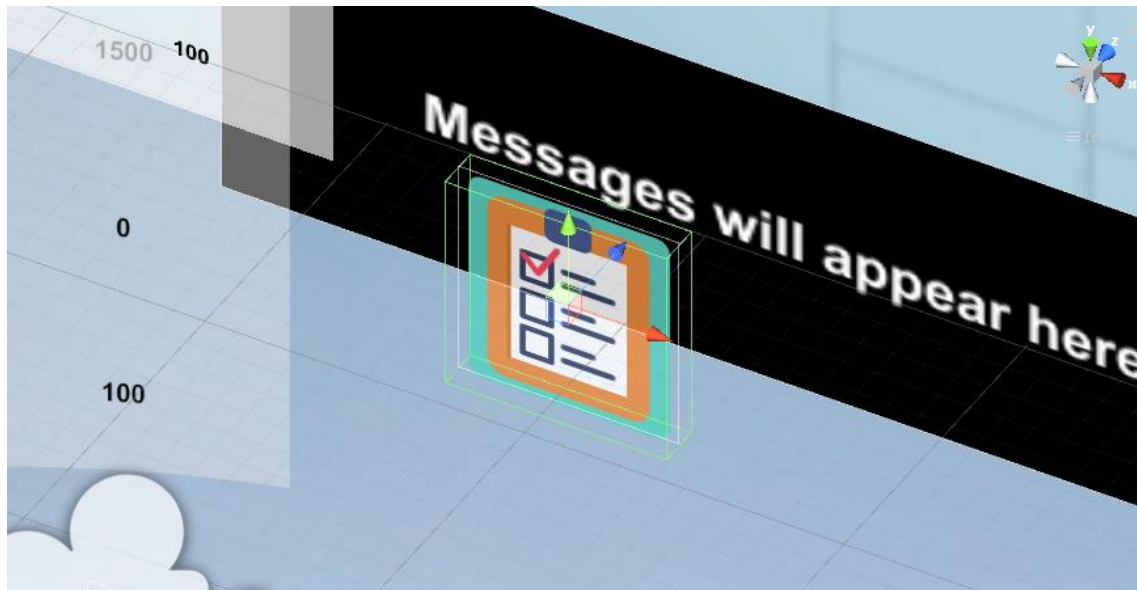
The asset contains the necessary models, textures and prefabs shown in the video.

For further information please contact michael.soler.beatty@gmail.com.

2.Colliders, tags and physics

Colliders are needed for the buttons, in order to interact with the circle trigger script.





3.Scripting

The main script used in this asset is: "test.cs" which is described here:

```
[Header("The scoreBoard script used to update the score of the player")]
    public ScoreBoard scbScript;
    public Text scoreTxt_inScoreBoard;

    [Header("Start Button")]
    public GameObject startButton;

    [Header("Question time")]
    public int questionTime = 15;

    [Header("Name of the text files used in the program")]
    public string questionTXTname;
    public string answerTXTname;
    public string spritesTXTname;
    public string gameObjectsTXTname;

    [Header("Arrays of data where QUEST, ANW, SPRITES and OBJECTS are stored")]
    public List<string> questions;
    public List<string> answers;
    public string[] answers1;
    public string[] answers2;
    public string[] answers3;
    public string[] answers4;

    public List<string> spritesRef;
    public Sprite[] sprites;

    public List<string> gameObj3dRef;
    public GameObject[] gameObj3D;

    [Header("Reference to the TEXT and IMAGE where things will be displayed")]
    public Text question_txt;
    public Text answ1_txt;
    public Text answ2_txt;
    public Text answ3_txt;
```

```

public Text answ4_txt;
public Image logo_img;

[Header("Image that appears by default in the test if none is selected")]
public Sprite logo;

[Header("Arrays of data where QUEST, ANW, SPRITES and OBJECTS are stored")]
public Transform gameObjectPosition;

[Header("Correct indices for the answers")]
public int[] correct;

[Header("The four selectors that appear on top of the selected answer")]
public GameObject[] selectors;


[Header("Correct indices for the answers")]
public Text time_txt;
public Image time_img;

[Header("Storing indices of questions")]
public int actualQuestion=0;
public int nb_questions = 0;
int selectedAnsw = -1;

[Header("Answers that are OK and INCORRECT")]
public int answOK;
public int answNO;

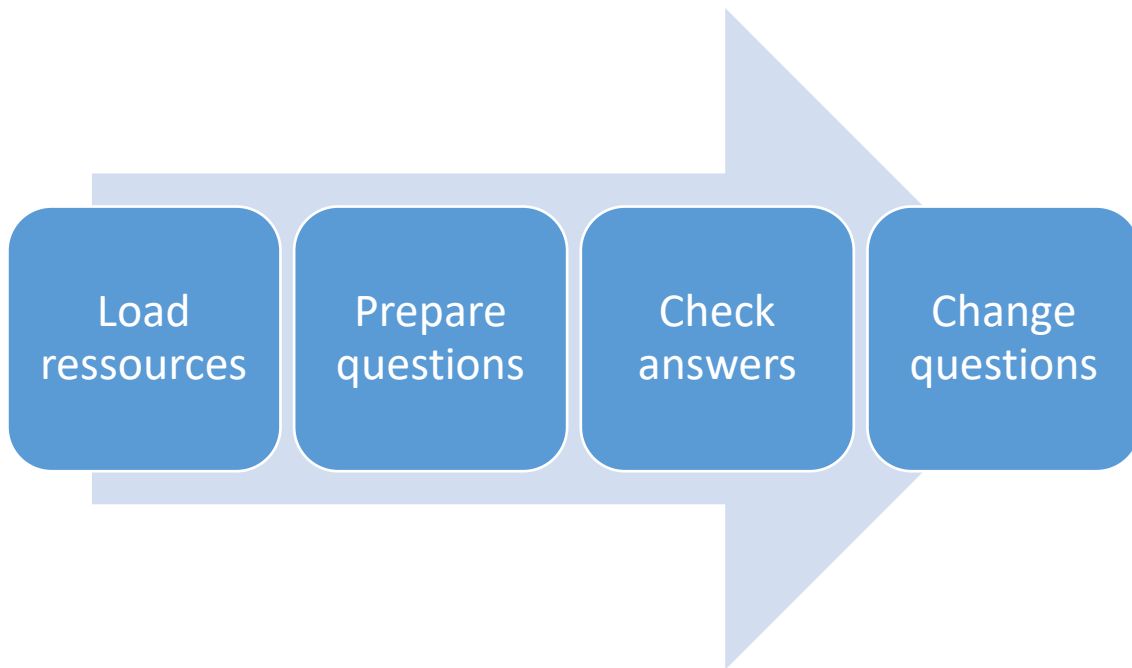
[Header("TEXT to display results")]
public Text answOK_txt;
public Text answNO_txt;

public GameObject goOk, goNO;

[Header("Result variables after closing the test ")]
public Text scoreTxt;
public Text finalGoodTxt;
public Text finalBadTxt;
public GameObject finalScoreGO;
public int score;

//private variables
TextAsset questionsAsset;
TextAsset answersAsset;
TextAsset spritesAsset;
TextAsset gameObj3dAsset;

```



4.Format of input TXT

The structure of the txt files must be the one showed in this captures:

QUESTIONS:

The structure is line by line: which means that each of the questions is in one line.

```
Questions.txt: Bloc de notas
Archivo Edición Formato Ver Ayuda
1-Which is the are of a triangle?
2-Which is the volume of a cilynder?
3-Which is the radii of our planet?
```

ANSWERS:

The answers follow a 5 block consisting in a title and the fours answers. We use the symbol of the dollar \$ to represent the correct answer.

```
Answers.txt: Bloc de notas
Archivo  Edición  Formato  Ver  Ayuda
ASW:1
a)  $\frac{1}{2} \cdot a \cdot b$ 
b)  $a \cdot b$ 
c)  $a^2$ 
d)  $(a+b)/2$ 
ASW:2
a)  $\pi^2 \cdot r$ 
b)  $(r+\pi)/2$ 
c)  $\pi \cdot r^2$ 
d)  $(r+2r^2) \cdot p$ 
ASW:3
a) 100 m
b) 6370 km
c) 6370 m
d)  $10^6$  m
```

5. Video tutorial

We have a video tutorial explaining how the scripts and game mechanics works.

https://youtu.be/aUIWcTua_Vw