

When tackling this assignment I started by following the given tutorial, but upon discovering that the code was limited to the graphics given I decided to look into building the quiz on my own to retain full control over visual elements and question functionality.

I started by creating the html file, assigning the css file and the javascript file. I then created the basic layout of how I wanted the quiz to look and function. I discovered that the display property in css allows you to remove an element, and looked into how this could be changed dynamically, and found that jquery had functions for that, so I downloaded jquery and tried out the functions for that(.removeClass) in a simple test script, and found that it worked.

Then created a template for how the questions should be laid out by creating a div that contains a headline3 for the question text and an unsorted list for the answers that I wanted to alter dynamically to allow for questions with different amounts of choices, then created a function for taking in answers, creating anchors out of them and using my button css scripts from my website to turn the anchors into buttons, and appended them to the unsorted list using jquery's .append function that functions similarly to java's push function for arrays.

Then I looked into creating a way to store questions, the questions answers, and the right answer in a connected manner, which eventually led to me using an array containing the question, an array that contains the answers, and a variable that contains the position of the right answer within the array. This took a while to figure out as I'm used to java and my experience there is that arrays need to be of a defined type, which isn't the case with javascript.. This was then followed by adapting the script for handling questions earlier by searching through my questions array to get the question, get an array that contains the answers from that question, and looping through the array of answers and creating anchors with each answer. Then I set up a question position tracker and a function to handle checking the selected answer with the correct one and progressing to the next question so that my quiz could progress.

I found that there was no feedback when selecting an answer and upon looking into creating a new mid answer screen with feedback I decided to just use the alert function in javascript as that'd be an easier solution.

Then it was more or less just a matter of finishing up the quiz by adding an end screen and creating an option for the player to restart the quiz.

The reason I decided to go with an array for my questions and its answeress is that it seemed like the easiest solution to the issue. Creating separate files for managing questions, answers, and the correct answer seemed to be very difficult, and working with the questions directly inside the javascript document gave an easier oversight. Working with the display property also seemed pretty easy and was suggested by a friend of mine when I was looking around for a way to manage the transition between the start, end, and question screens seeing as you could create divs for each scenario, "overlay" them, and simply display the one you were looking for by working with IDs. I also felt like working with divs would allow me to work with the elements in

a familiar manner than with canvas as well as allowing me to work with individual elements and change the look of the quiz without having to rely upon external picture elements to create the look I desired.