UA

CREATIVES

DOCUMENTATION FOR QUIZ UP WITH FIREBASE TEMPLATE
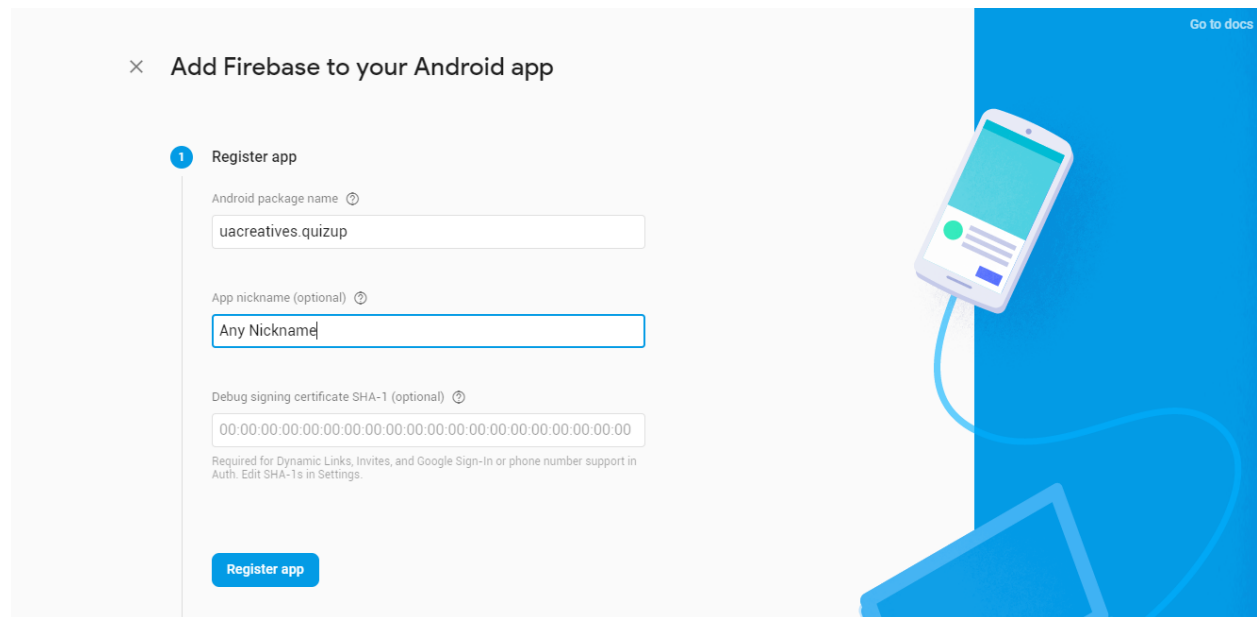
Contents

8. Setting up the project

a. This template uses Firebase for storing questions in a database and also for authentication of new and existing players using email address and password. You need to follow below steps to properly setup the project

b. After downloading the quizup package, you need to make an account on Firebase.

c. Go to www.console.firebase.google.com and create a new account using your email and password.

d. After your account has been created, a new screen will show up. Click on "Add a Project" button.

e. Enter your project name, country name and accept the terms and conditions after carefully reading. Now click on Create Project.

f. A new screen will be opened. See below screenshot
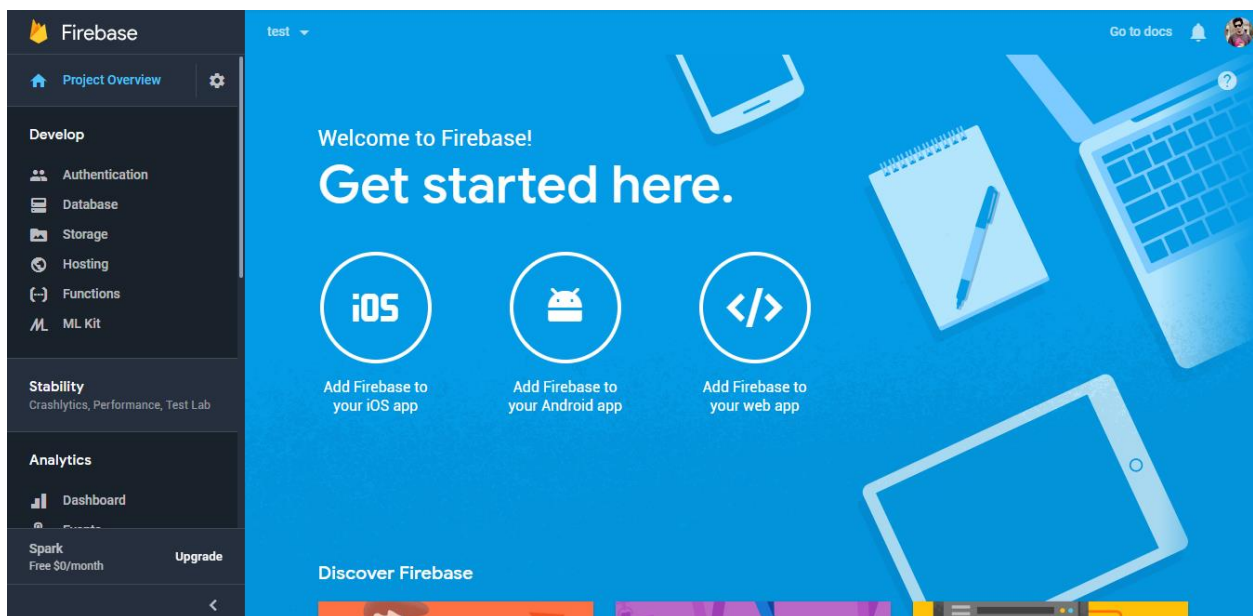
g. Click on add firebase to your android app. You can also choose iOS for iOS projects

h. A new screen will pop up. See below screenshot

i. In the android package name enter the exact package name that you have defined for your game. If you don't know what is package name, then follow step " i " otherwise move to " j "

j. To create a package name. Open Unity with the quiz up files inside. Go to file > build settings > Select Android and then click Switch Platform > After the platform has been set to android > click player settings > other settings > package name. Put any package name of your choice. Generally, it is in the format "company. game name "

k. Now click on Register App. A new screen will show up. Download google-services.json file from here. Copy this file. See below screenshot for your reference. Now open the Unity project. Go to Assets > FirebaseJson and delete the existing file. Now Paste the file here which you just copied
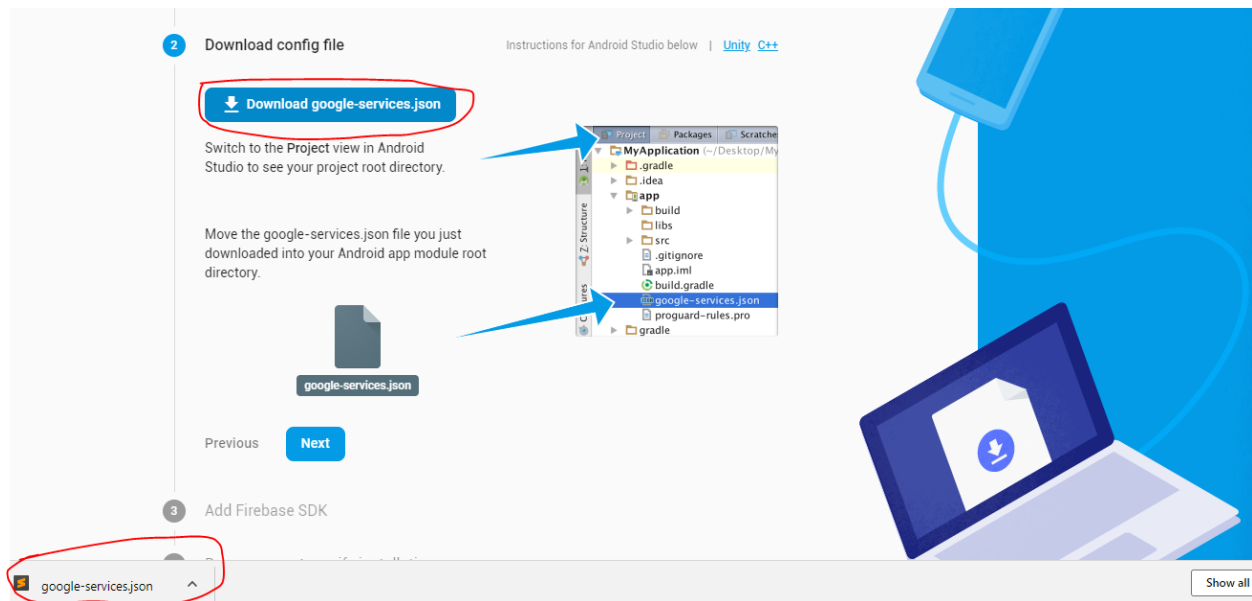
l. Now click Next > on next screen again click next because you don't need to change gradle in unity. On the final step, click Skip this step. A console will open.

m. From the left hand panel, click on Database > A New page will be opened. From Real Time Database option click Get Started.

n. Select Start in Test mode and click Enable
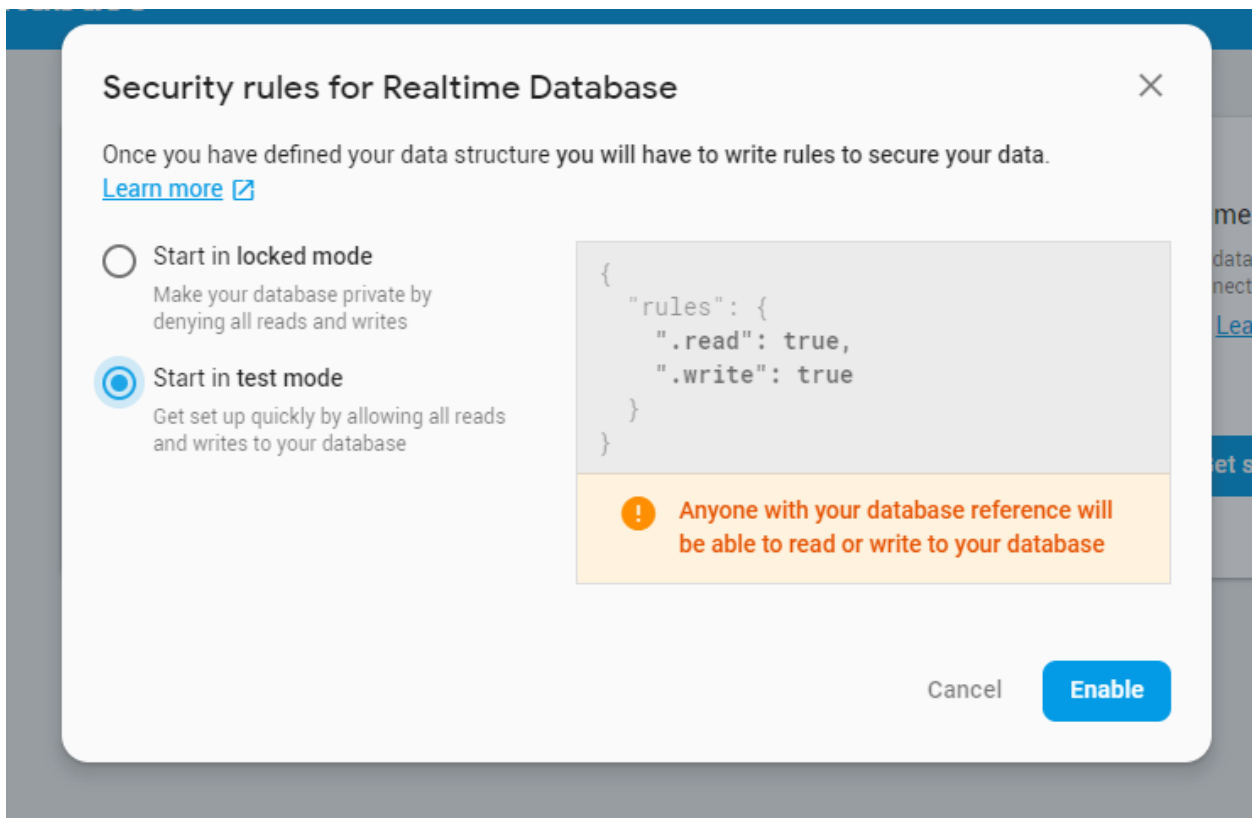
o. Now download the dummy content from here.
p. Click on the options icon from right hand side and click import json
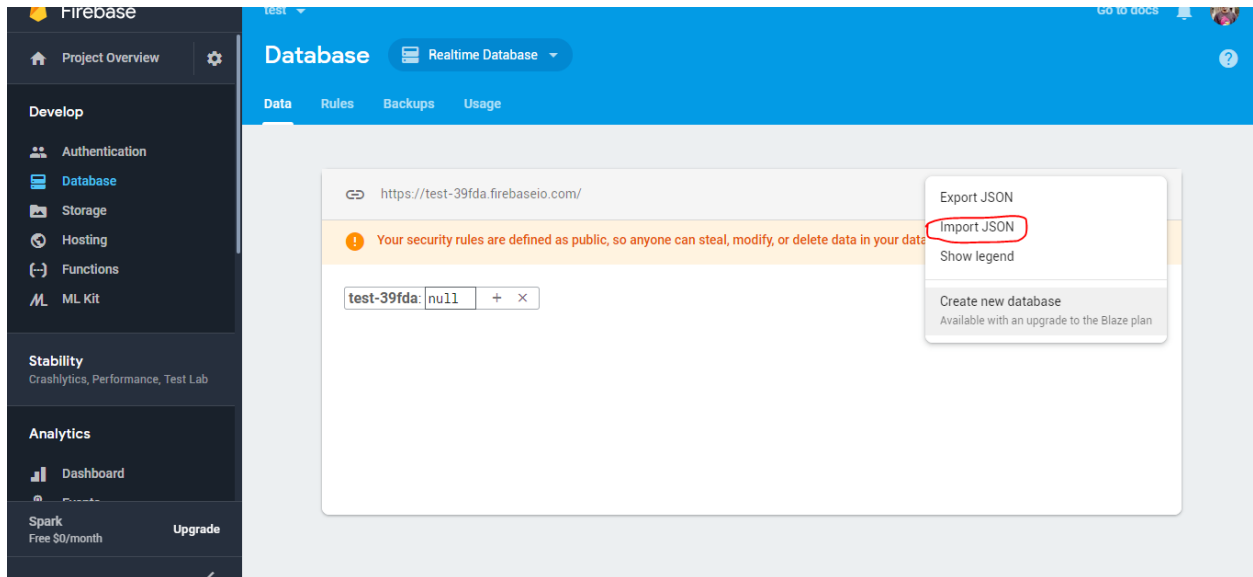
q. Now import the file that you downloaded in step n.
r. Your project will now look like below image
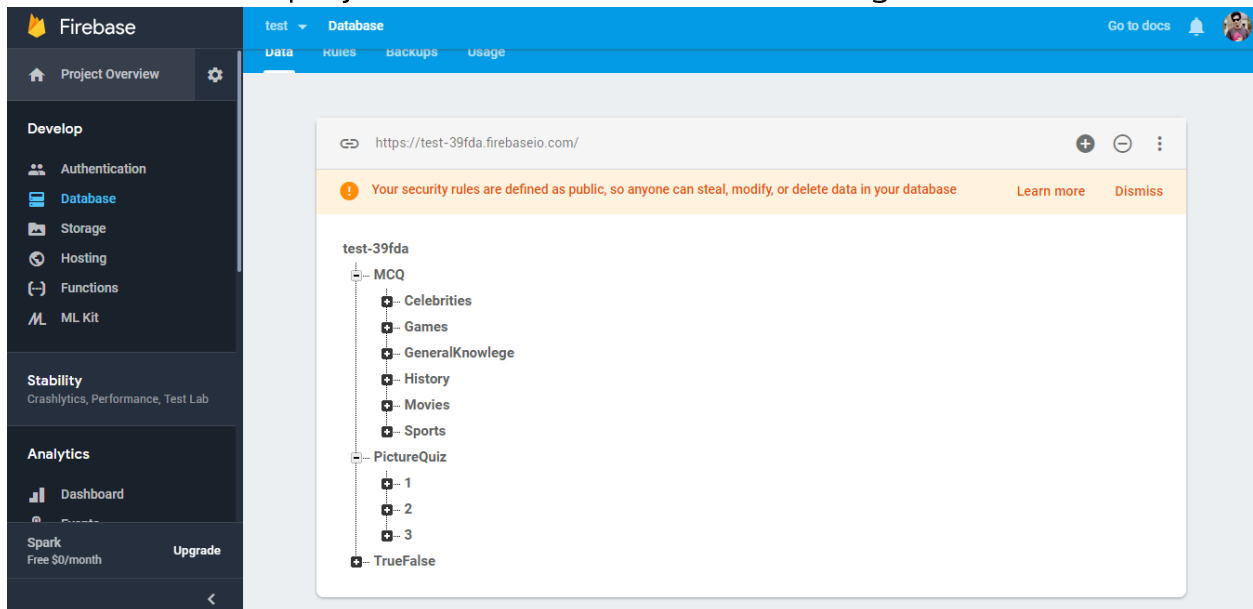
s. Now you need to enable Authentication function. Go to Authentication from left hand panel > Click Setup sign-in method > Choose Email/Password > Click Enable and Save the project

t. Now you need to setup the Storage. Click on Storage from left hand panel > Click Get started and Save the project. All the images that are shown in picture type quiz will be stored here

u. Now go to Database tab and copy the link from top bar
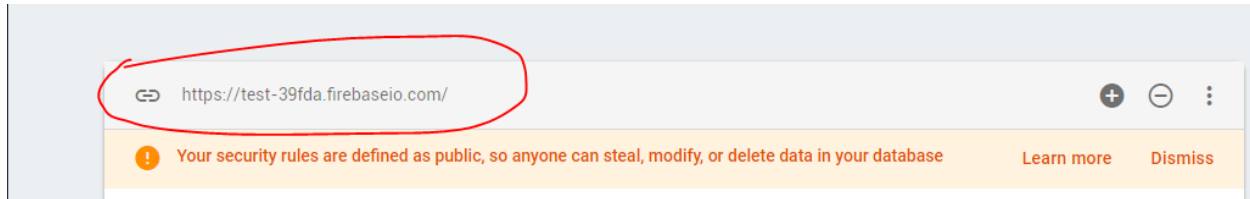
v. Open unity > Quiz up Assets > Scripts and open DatabaseLinks.cs script. You'll See two string variables. Paste the link you just copied to the databaseReferenceLink string variable.

w. Now you have configured everything. You can Modify the game now

9. Modifying the questions

a. In order to modify any question, go to firebase console and open the database tab
b. Here you can select any question from any category and change that question. You can also change the options and the correct option etc.
c. The changes will take effect instantly and you won't need to update anything from unity.

10.   Modifying images in Picture Quiz

a. In order to change images, you need to first upload the corresponding image for each question to firebase storage. Go to firebase console and open Storage tab. Click on upload file and upload image. The best size to upload for this game is 460 x 130 px. If you upload larger size image, it will load slowly inside game.
b. Now select the image you just uploaded in firebase storage. You can now see the image properties. From here click File Location and copy all the content from download url. See below image
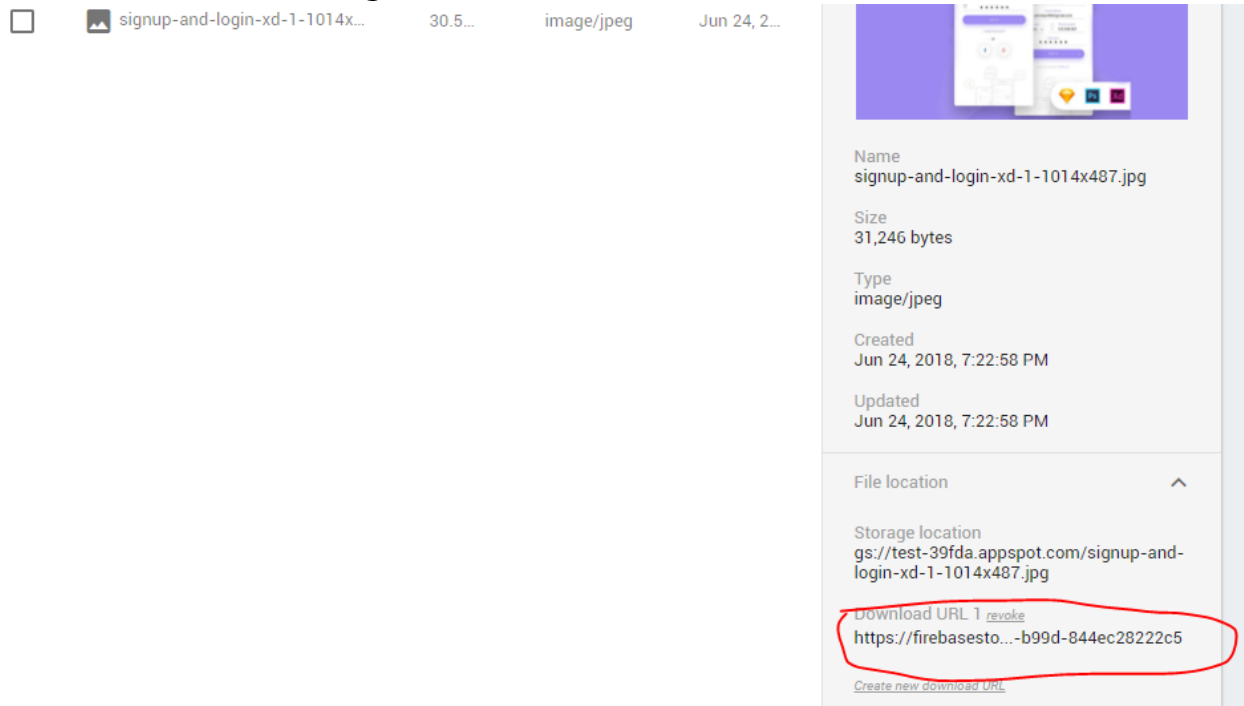
c. Now go to database > Select Picture Quiz and select any number of quiz you want to modify. Here you can change the question and the options. In the PictureUrl, paste the download url you copied in previous step.

d. Similarly you can modify any question.

## 11. Modify the name of category

a. Let say you want to change the category tfCelebrities to something else like tfFootball. You can modify category name by following below steps

b. Open unity > Quizup assets > Scenes > True False all categories and rename tfCelebrities to tfFootball. After renaming open tfFootball scene

c. Click on GameManager from hierarchy and change the string Category name to whatever you want. Make sure you use some unique name because this exact string will be used in online firebase database. See below image
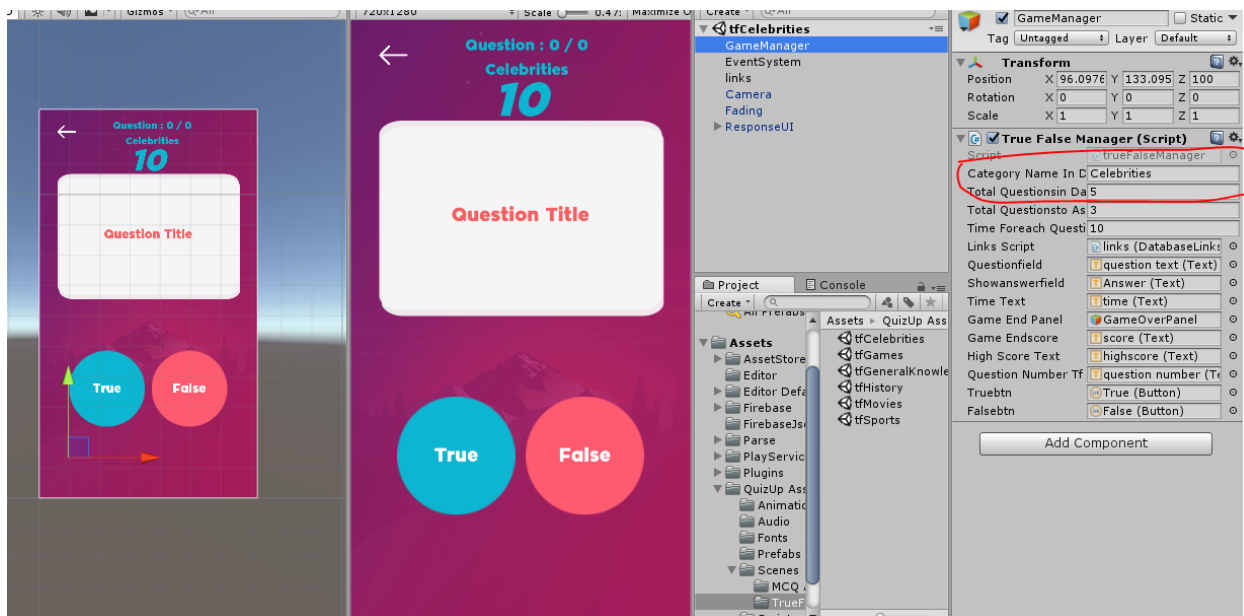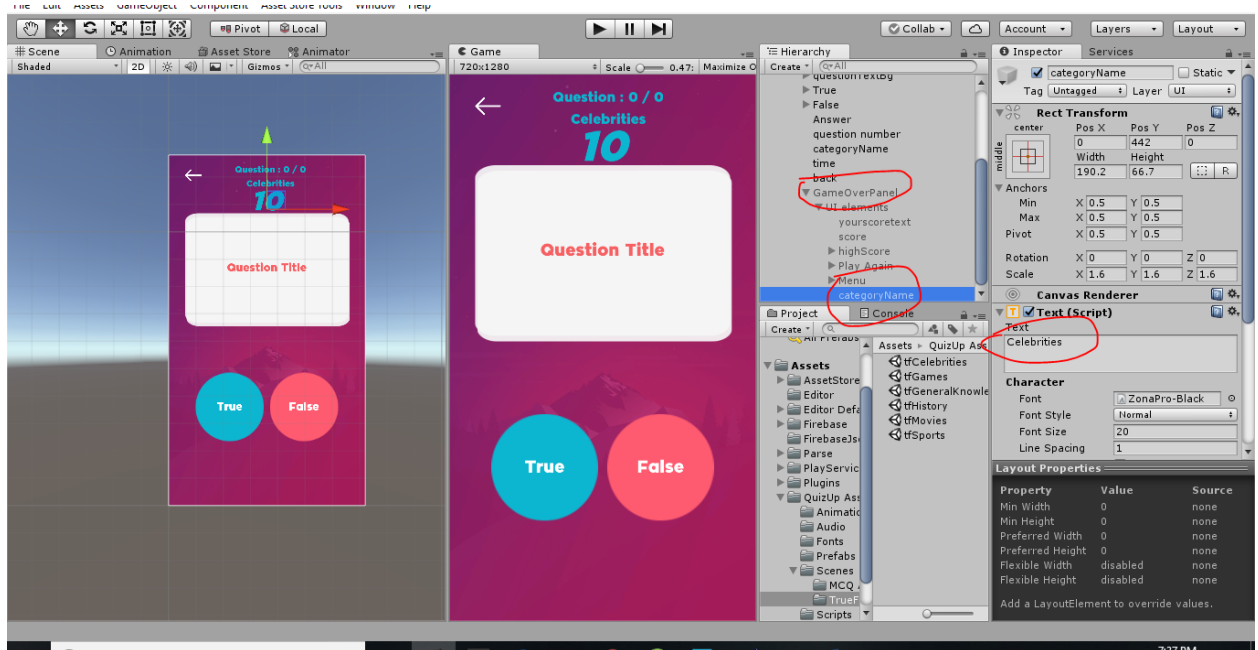

d. After changing the string, you need to change the texts inside this scene. There are two text fields inside the scene where you need to change the string. See screenshot 1 and 2 below

Screenshot 1
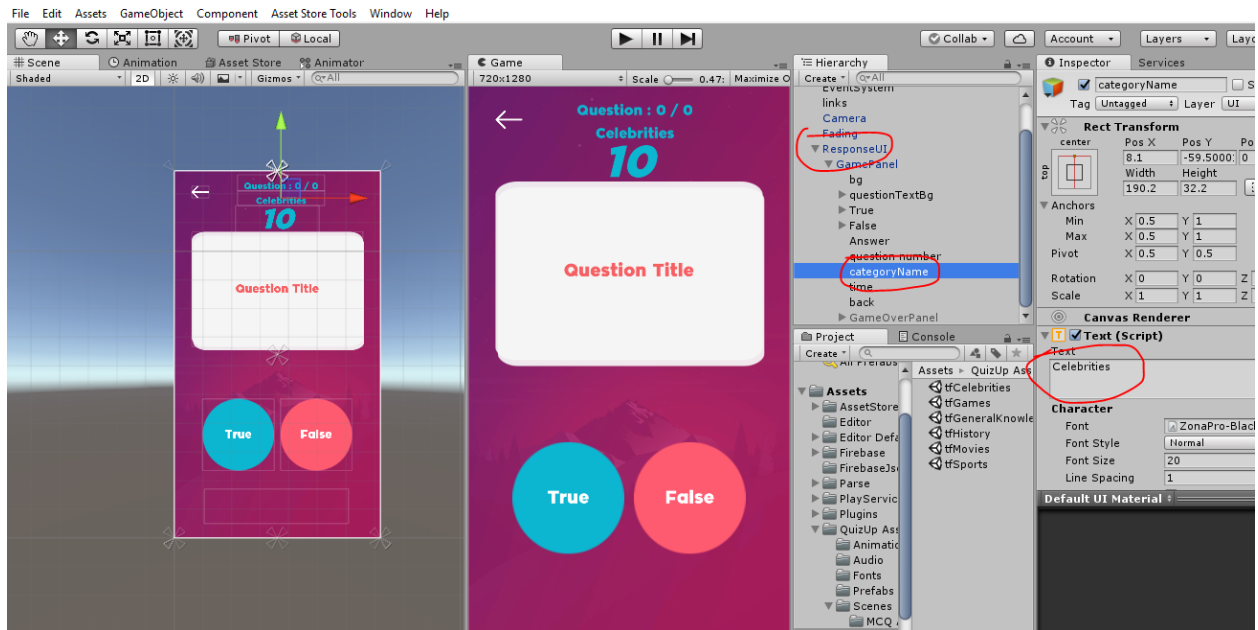
Screenshot 2

e. Now open unity > quizup assets > scenes > trueFalseCategories scene.

f. Select celebrities from list of buttons and change text from celebrities to Football

g. Similarly select the button and change onClick function's string from tfCelebrities to the scene name you chose in step b (tfFootball in this case)

h. Now open Firebase console > Database > and download json. To download click on menu icon from top right and click export json.

i. Now open this jSon file using any text editor. I personally recommend Sublime Text editor.

j. Now locate Celebrities inside this file. Make sure you are at correct position below true false category because you are modifying true false celebrities category.

k. Now change celebrities to Football. It should be exactly same as the string you wrote in step c. Keep note of the uppercase and lowercase letters are same in both places

l. Now save the json file. Open firebase database and import this json file using the menu option. You can see the category changed to football

11
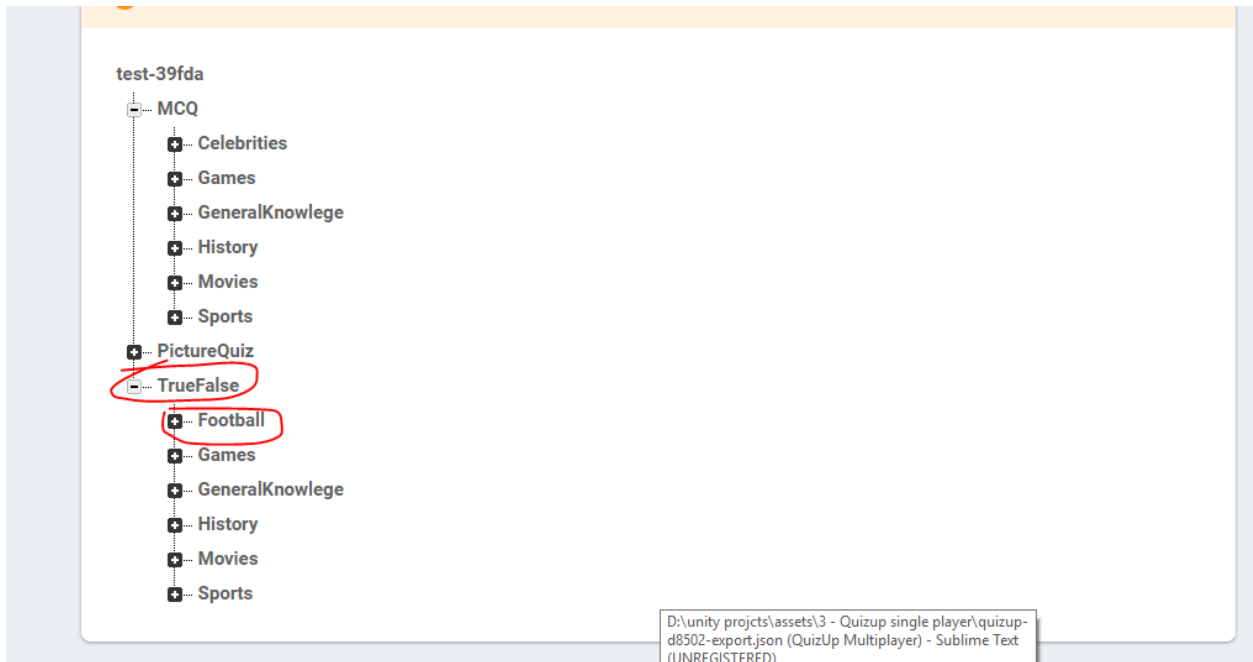
m. You can modify any other category using the same steps.

12.   Add New Category

Watch this youtube video for complete tutorial

13.   Add New Questions to existing Category

Watch this youtube video for complete tutorial

14.   Variables Used in Different Scenes

a. For each category i.e. true false, mcq and picture quiz, there are a few public variables that need to be adjusted according to your use.
b. Lets open true false scene. Open quizup assets > scenes > True False all categories > tfcelebrities unity scene
c. Click on GameManager gameobject. You'll see the scripts attached with this game object on inspector panel.
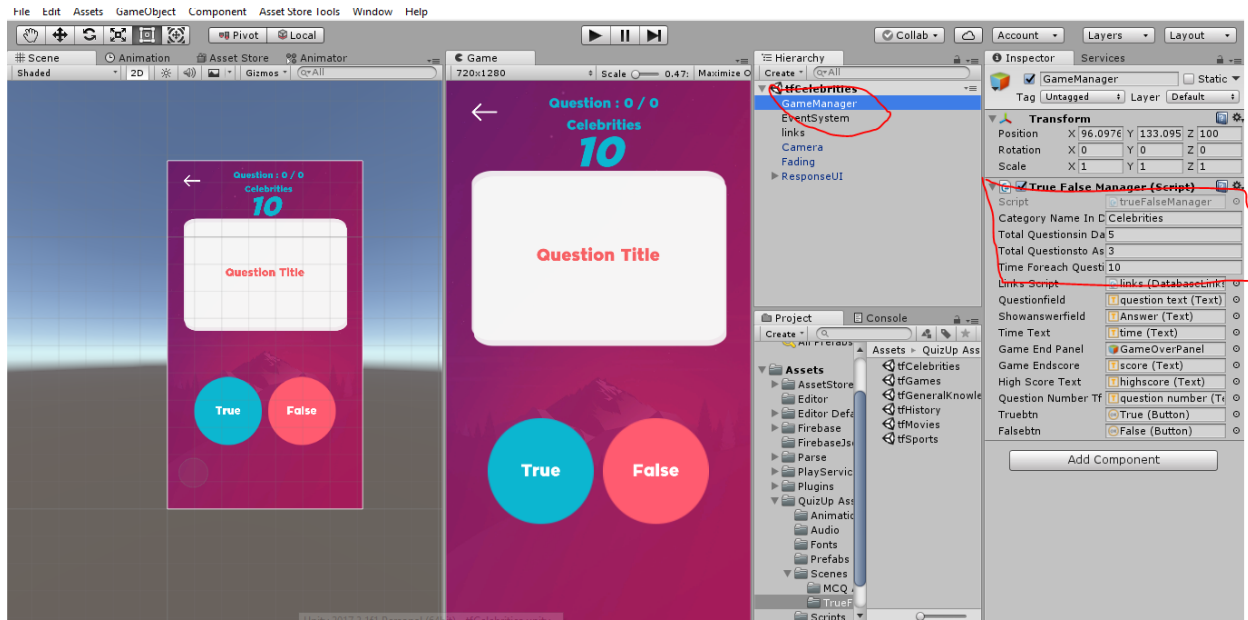
d. There are four main public variables here.
    i. **Category name in database:** This is a string variable. The value of this string should be exactly the same as the category name you have entered in firebase database. This has been discussed earlier in the documentation
    ii. **Total Questions in database:** This is an integer field. You have to enter the exact number of questions that are there in this particular category in firebase database
    iii. **Total Questions to answer:** It is also an integer field. This integer determines how many questions a player will have to answer in this scene. This integer should always be less than total questions in database.
    iv. **Time for each question:** The time in seconds that a player has to answer each question. You can have any number of seconds here

e. The same variables are used in other game types i.e. MCQ type and picture quiz.