

# Roundstars User Manual

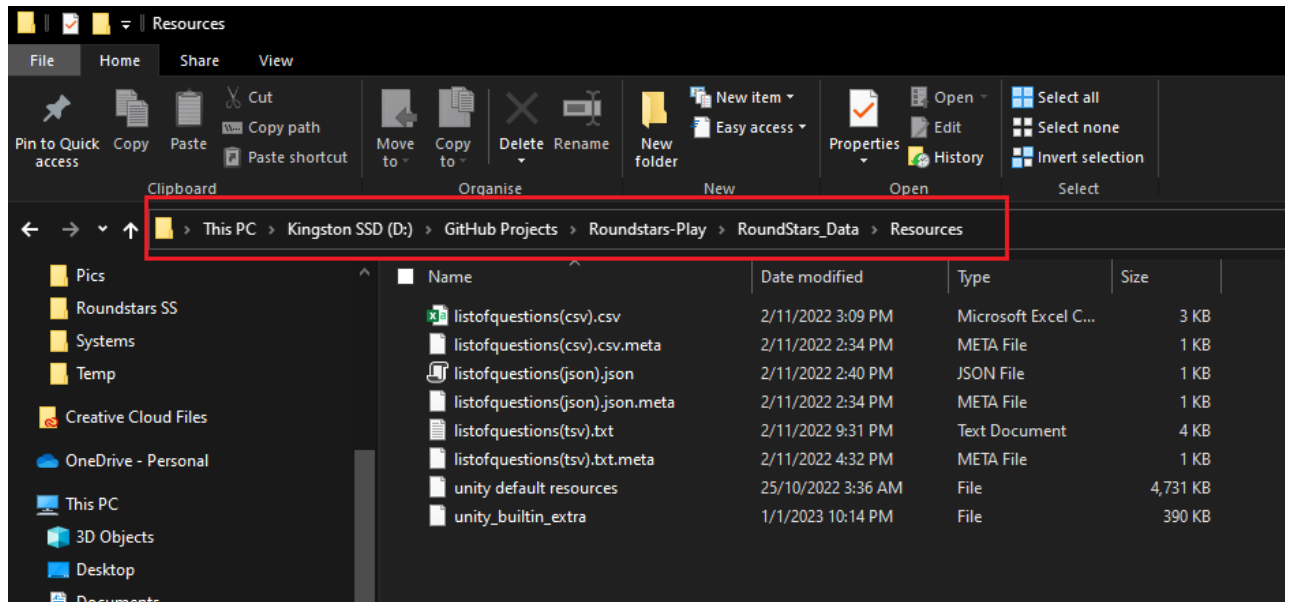
Adding Questions using TSV

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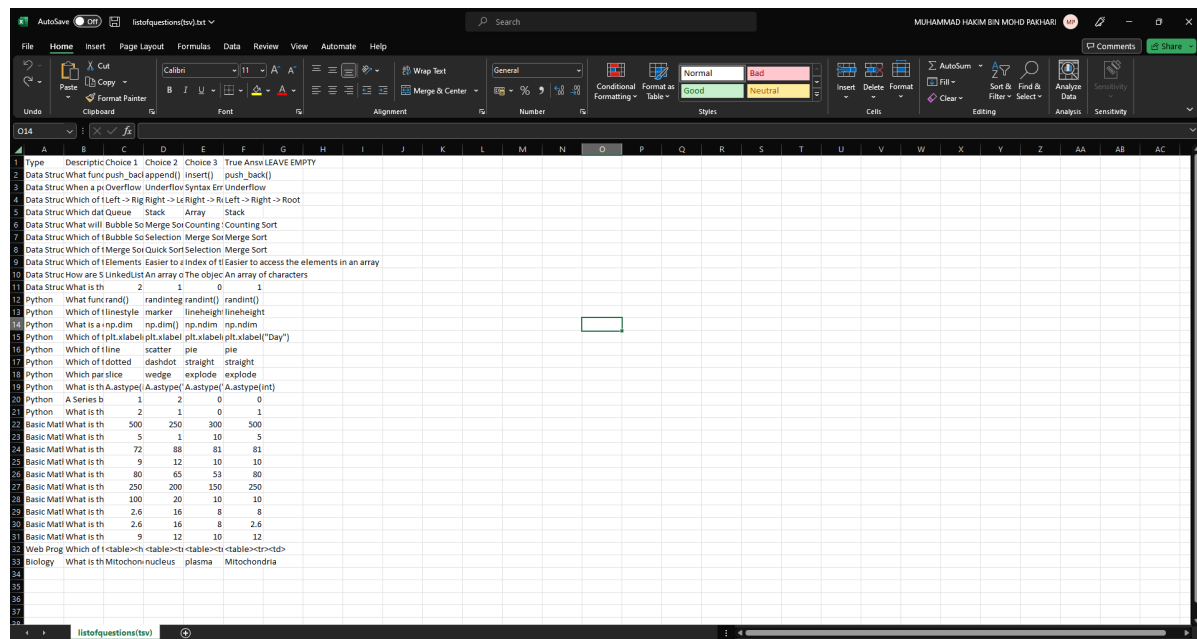
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# Step by Step Guide

First and foremost, find the file “Resources”, located under “Roundstars-Play > Roundstars\_Data”. There’s a lot of files here but what we want to use is only “listofquestions(tsv).txt”

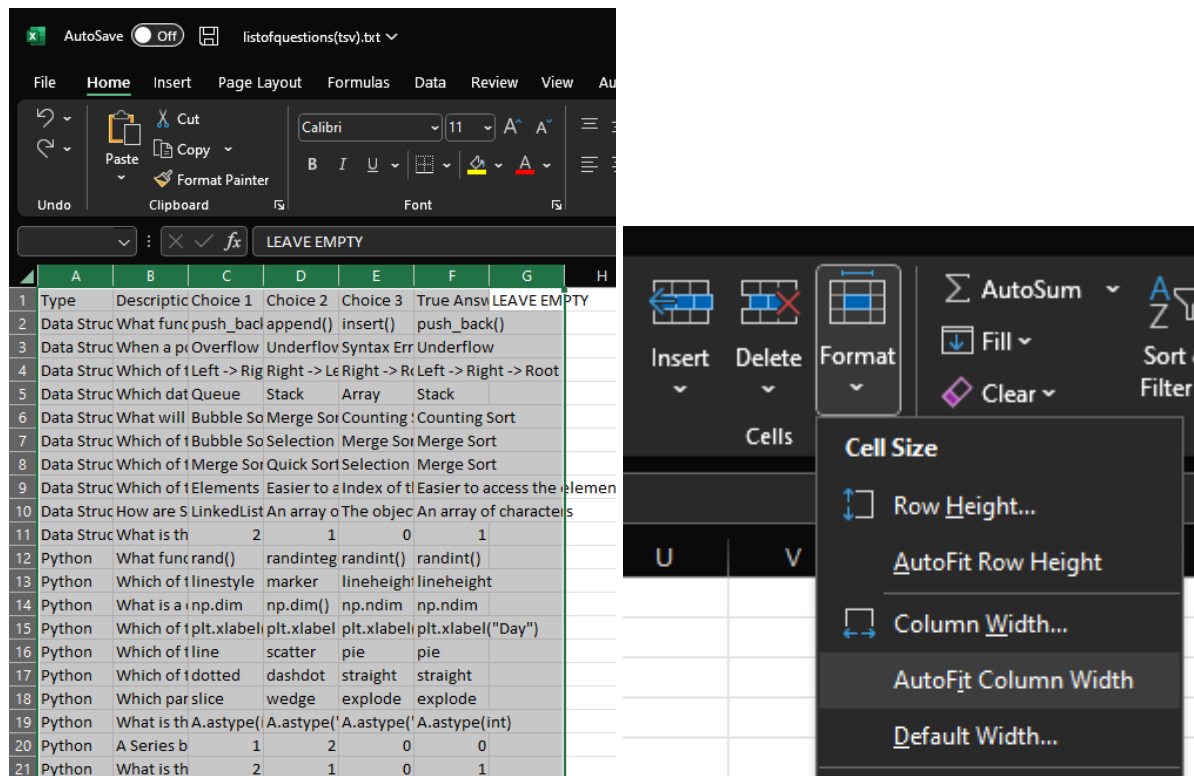


Next, Open your excel app and drag “listofquestions(tsv).txt” into the excel.



Our excel file should look like this. There should be 7 columns and multiple rows of data. The first row is the header row, do not adjust anything in this row.

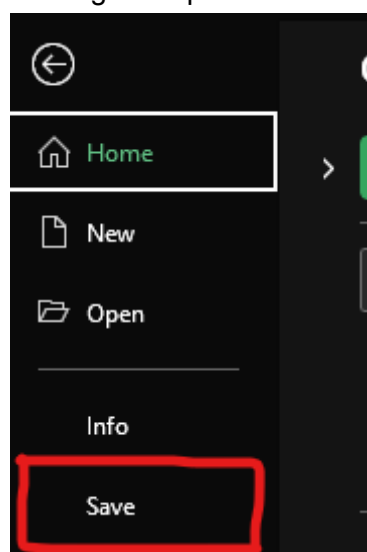
To make things more readable, select all columns from A - G column and under the “Home” tab, go to the right and find “Format”. Click on “Autofit Column Width”.



The rows now should be more readable and easier to access. Next, adding some questions. Simply go to the bottom row, and add new questions. Make sure the data added match the header row, such as type of questions, description, and choices of answers.

33	Biology	What is the powerhouse of the cell	M
34	Basic Maths	What is the result of factorial of 3?	
35			

Upon finishing, make sure to save the file. Simply press “CTRL + S” or click on “File” > “Save”. With that, the process of adding new questions is done!



# Header Explanation

1. Type
  - a. Determines the group the question will be in. You can insert the subject of the question here, E.G : Chemistry, Biology.
2. Description
  - a. Description of the question. Displayed to the user, make sure to describe the question properly so that the player can understand it and know how to answer it.
3. Choice 1 - 3
  - a. Answer choices that the user will see. Make sure they are all different. Don't worry about arrangement as they will be randomised in the game.
4. True Answer
  - a. The correct answer to the questions. Make sure this exists in one of the choices of answer. Hidden from players.
5. Leave Empty
  - a. As the name suggests, leave this cell empty.

# Rules of Adding New Questions

Please follow these rules when adding new questions into the excel file, due to how Roundstars reads the excel file and convert them into objects in the game, some rules must be made so that all input are properly translated and works as intended.

**1. When entering data, make sure no “tab” key is entered.**

- a. Because we are using a “TSV” (tab separated values) file, each cell in the excel file is separated by a “tab”. That’s how excel knows how to separate each data and assign them into their own individual cells. This also applies to Roundstars. Roundstars uses “tab” to read and separate each data, this way it’s easy to determine the row,column of each data. If we enter “tab” into one of the data, all the order of the cells will be scattered and unity will read them wrongly thus translate them into the wrong object. Make sure to double check data inserted.

**2. When entering data that has the same type, make sure they are exactly the same.**

- a. E.G : when creating new questions with the subject “Chemistry”, we would enter “Chemistry” into the “Type” row. For precautions, make sure questions with the same subjects have the exact spelling. Roundstars categorise each question using their “Type”. Questions with the same “Type” will be in the same group.

**3. When entering “True Answer”, make sure they also exist in one of the answer choices.**

- a. “True Answer” is what determines the correct answer to the question. Meanwhile “Choice 1” to “Choice 3” is what will be displayed to players as answer selection. Make sure “True Answer” exists in one of these choices. Don’t worry about the arrangement of the answer choices as they will be randomised in the game.

**4. When entering new data, make sure the last column is emptied.**

- a. In excel, the last cell of every row will automatically be added a “next line”. This will mess up the column “True Answer”. To prevent this, a column “Leave Empty” is added to make sure data inserted is not tampered with. Thus, make sure this column is empty every time you enter a new data.