

COMPLETE THE SENTENCE

Tech stack: PhaserJS + typescript + vite; **RESPONSIVE**(320px - 8K)

The main settings of the project are located in the **settings.json** file

```
public > {} settings.json > ...
1  {
2    "data": {
3      "theme": "theme3",
4      "font": "rubik",
5      "timer": { "initialTime": "300", "isCountDown": true},
6      "shuffleQuestions": false,
7      "questionsTextColor": "white",
8      "answersTextColor": "white",
9      "UIComponentsColor": "white"
10   }
11 }
```

theme - This parameter is responsible for the template. Currently, we have three themes (theme1, theme2, theme3).

font - This parameter is responsible for the font family, currently we have four fonts (poppins, comic, opensans, rubik)

timer - This parameter is responsible for counting the time, If we want to set a decreasing timer for this, the 'isCountDown' value should be true, and the countdown will start taking into account the 'initialTime' value, where 1 equals 1 second (in this case, 300 equals 5 minutes, and the countdown will start from 5 minutes down). If the 'isCountDown' value is false, the countdown will start from 0 up.

shuffleQuestions - This parameter is responsible for the order of the array of questions. If we want the questions to appear randomly, then this parameter should be set to true; otherwise, the questions will appear in the order as written in the JSON file.

QuestionTextColor - This parameter is responsible for the color of the text of the questions. Its value can be either 'white' or 'black'."

AnswersTextColor - This parameter is responsible for the color of the text of the answers. Its value can be either 'white' or 'black'."

UIComponentsColor - This parameter is responsible for the color of the text and icons (timer component, switch layout component, correct answers component, paginator component, fullscreenbutton). Its value can be either 'white' or 'black'."

The game data is stored in the "questions.json" file.

```
public > {} questions.json > [ ] list > {} 1

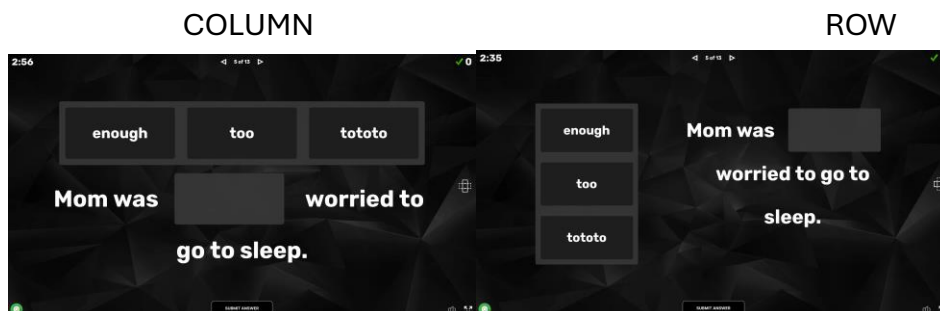
1 {
2   "list": [
3     {
4       "value": "We couldn't buy tickets. Because we didn't have ### money",
5       "answers": ["enough", "too"],
6       "correctAnswer": "enough",
7       "layout": "column"
8     },
9     {
10      "value": "Is your meal warm ### . if not i'll put it in the microwave",
11      "answers": ["too", "enough?"],
12      "correctAnswer": "enough?",
13      "layout": "column"
14    },
15  ],
16 }
```

value - This parameter is the question text, where we have a special symbol for guessing ###. Here, it is necessary to separate the symbol from other text with one space.

answers - This parameter is an array of possible answers.

CorrectAnswer - Correct answer from possible options.

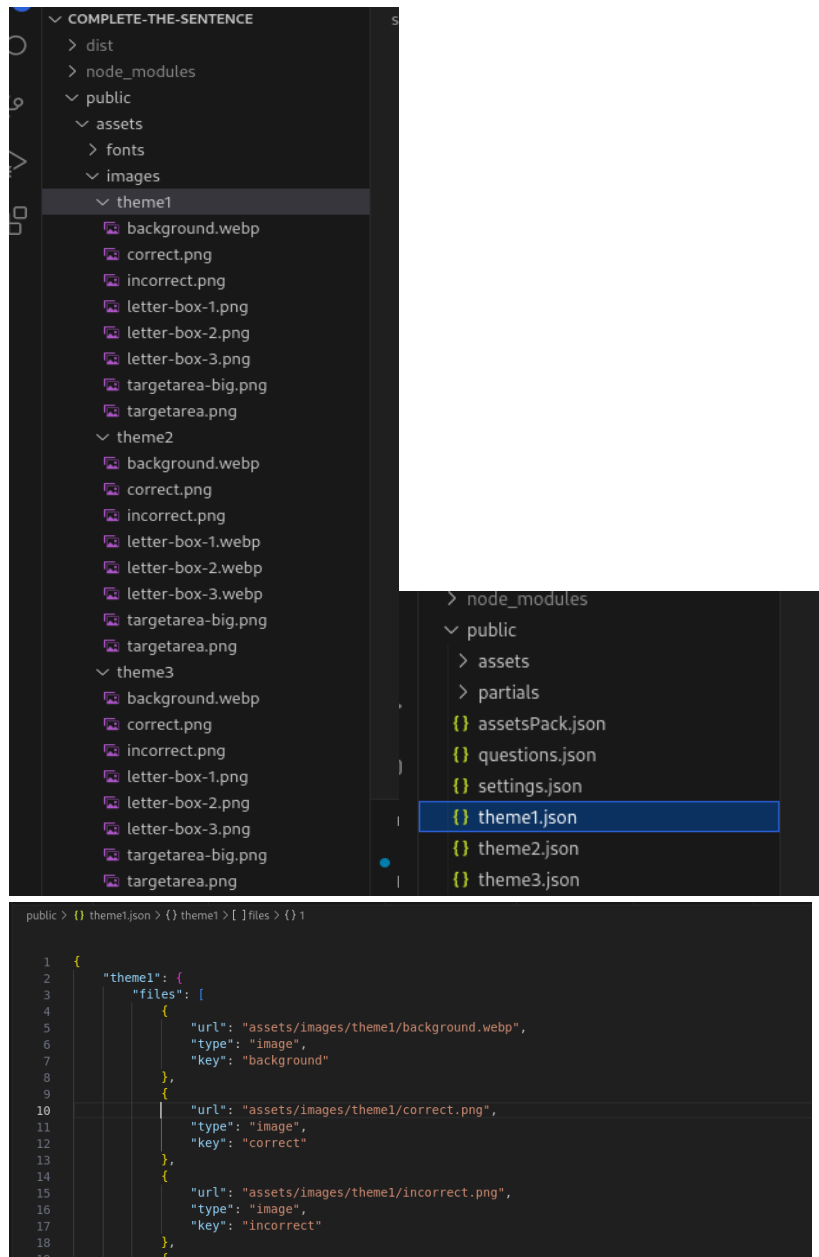
layout - this parameter is responsible for how to arrange the objects, we have 2 options column and row FOR EXAMPLE:



we can change the layout at any moment with a button.

THEME – TEMPLATE

The theme needs 1 json file and 8 photos The names must strictly match each other as shown on the screenshots.



Pay attention to the format of assets.

