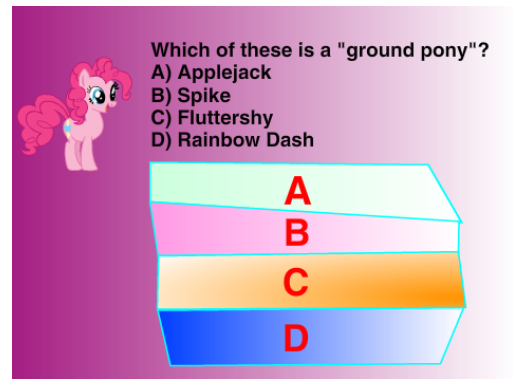


Quiz!

This project uses text data in scratch to make a quiz, uses mouse pointer events for roll-over buttons, and list data to keep track of the player's answers.

Tags: *quiz, lists, arrays, text data, events, buttons*

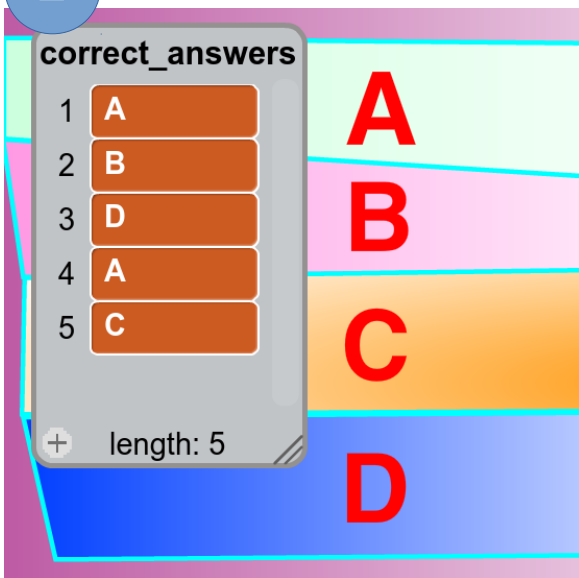


1

Create a sprite for the questions. Each question will be a vector costume, written with the text tool.

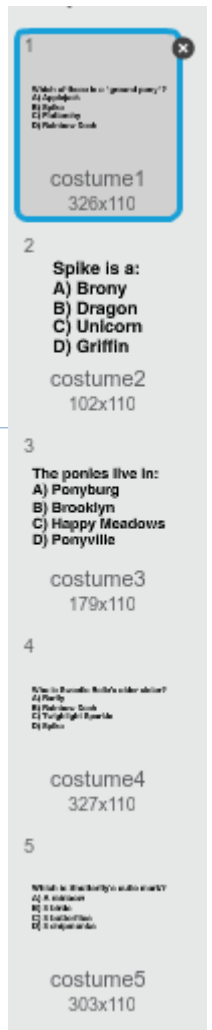
The main **algorithm** will be to loop through each costume until the player attempts each question.

2



Make a list variable for the correct answers. You can show the list to type into it and hide it when you're done.

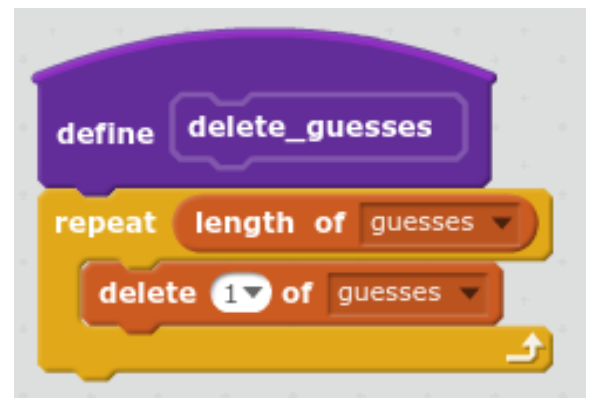
Make sure there is exactly one answer for each question/costume you created!



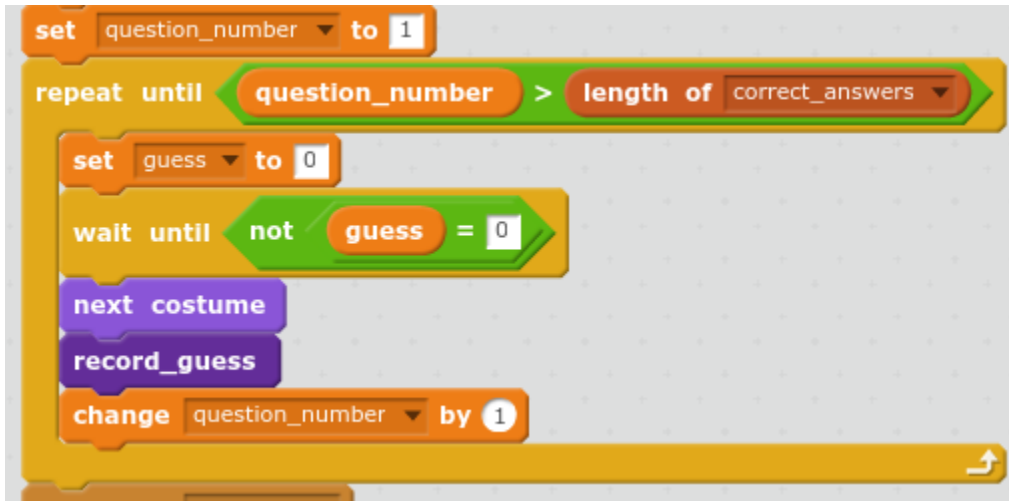
3

Create another list variable to record the user guesses. We want this one to be empty one our program starts.

The **delete_guesses** custom block loops over the list and deletes each of the last player's guesses. The special **length of guesses** variable tells us how many loops to do.



4

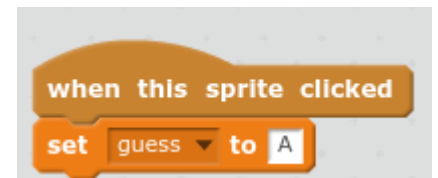
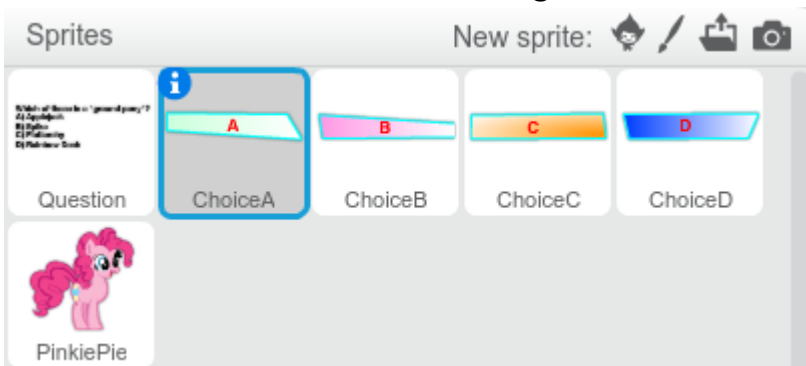


Here set `question_number` to 1 before we start with the questions. We use this **counter** to know when we have asked all of the questions.

In this loop we **increment** `question_number` after every guess. We use the shared `guess` variable to know when a button has been clicked (see step 5). Once we know the guess, we move on to the next question.

5

Each button is a different sprite. These sprites wait for a click event to set the guess variable.



6

Each button has two costumes. We detect the **mouse-pointer** to show the “on” costume when the mouse is over the button.

