

Progress Bar

```
void Start()
{
    timer = FindObjectOfType<Timer>();
    scoreKeeper = FindObjectOfType<ScoreKeeper>();
    progressBar.maxValue = questions.Count;
    progressBar.value = 0;
}
```

Direction Left To Right

Min Value 0 number of questions

Max Value 1

Whole Numbers ☐

Value 0

```
void GetNextQuestion()
{
    if (questions.Count > 0)
    {
        SetButtonState(true);
        SetDefaultButtonSprites();
        GetRandomQuestion();
        DisplayQuestion();
        progressBar.value++;
        scoreKeeper.IncrementQuestionsSeen();
    }
}
```

```
public void OnAnswerSelected(int index)
{
    hasAnsweredEarly = true;
    DisplayAnswer(index);
    SetButtonState(false);
    timer.CancelTimer();
    scoreText.text = "Score: " + scoreKeeper.CalculateScore() + "%";
    if(progressBar.value == progressBar.maxValue)
    {
        isComplete = true;
    }
}
```