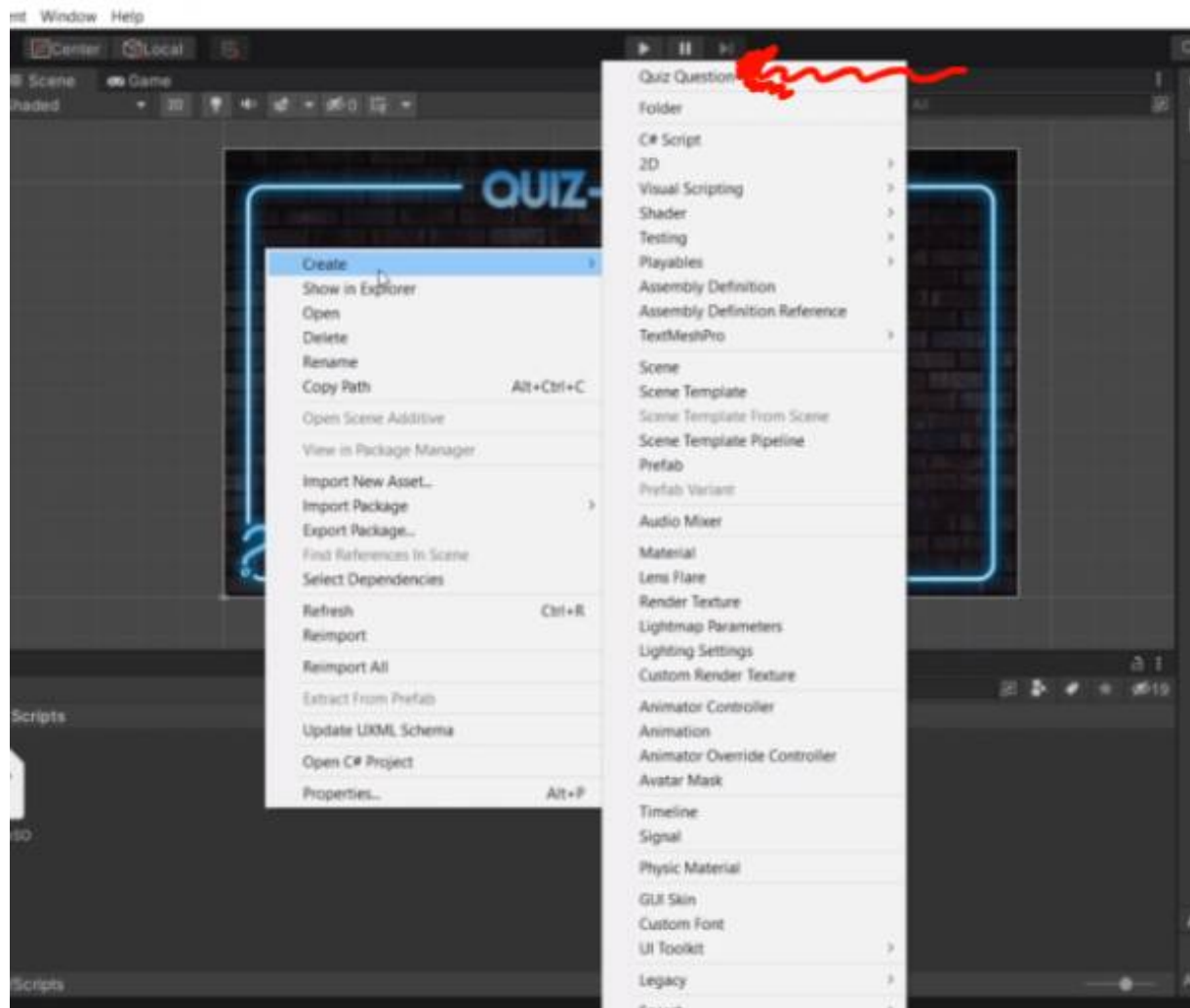


For creating scriptable object, class should not be derived from MonoBehaviour instead it should be derived from ' **ScriptableObject** '

Creating Asset Menu :

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

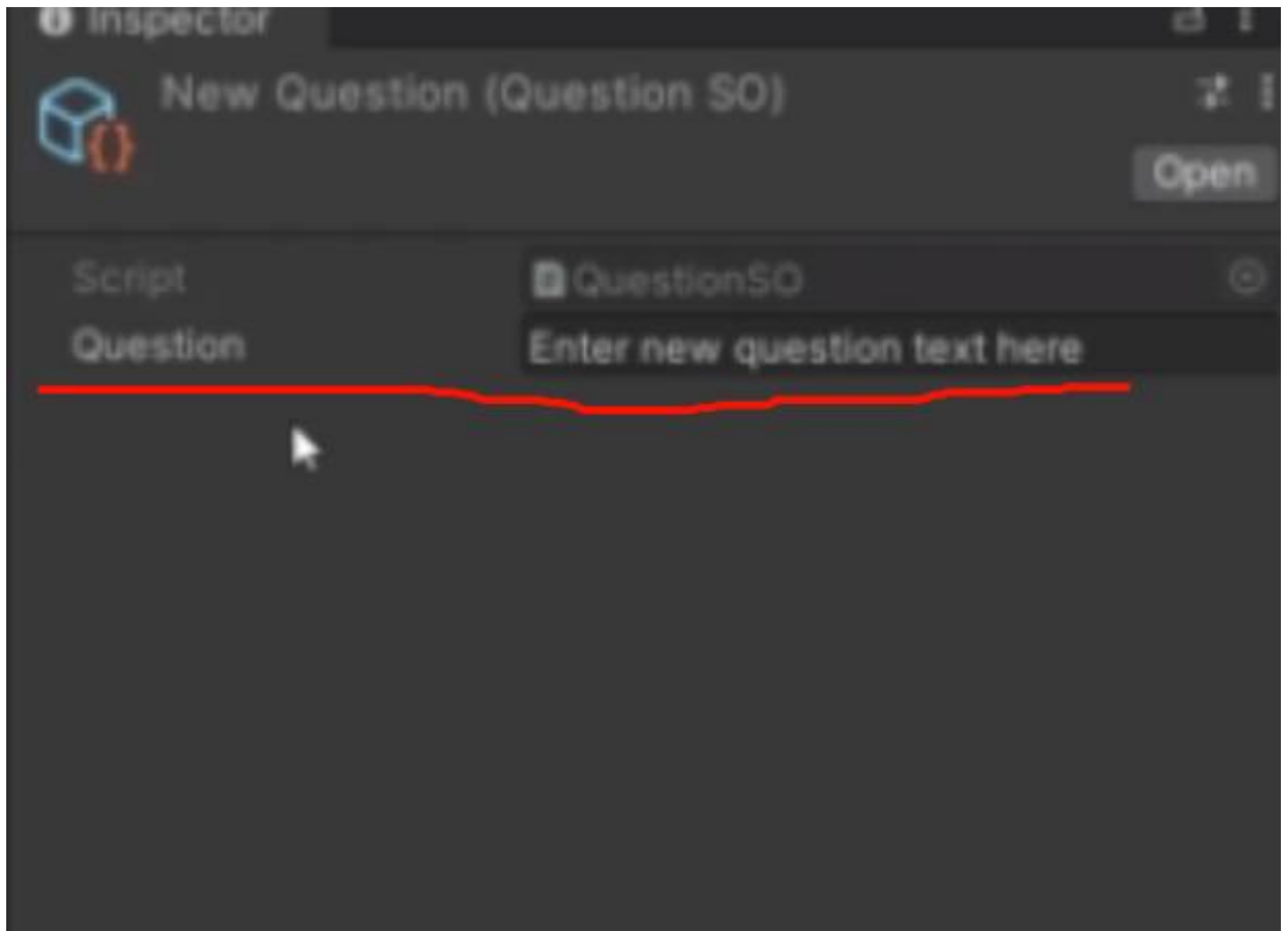
[CreateAssetMenu(menuName = "Quiz Question", fileName = "New Question")]
public class QuestionSO : ScriptableObject
{
}
```



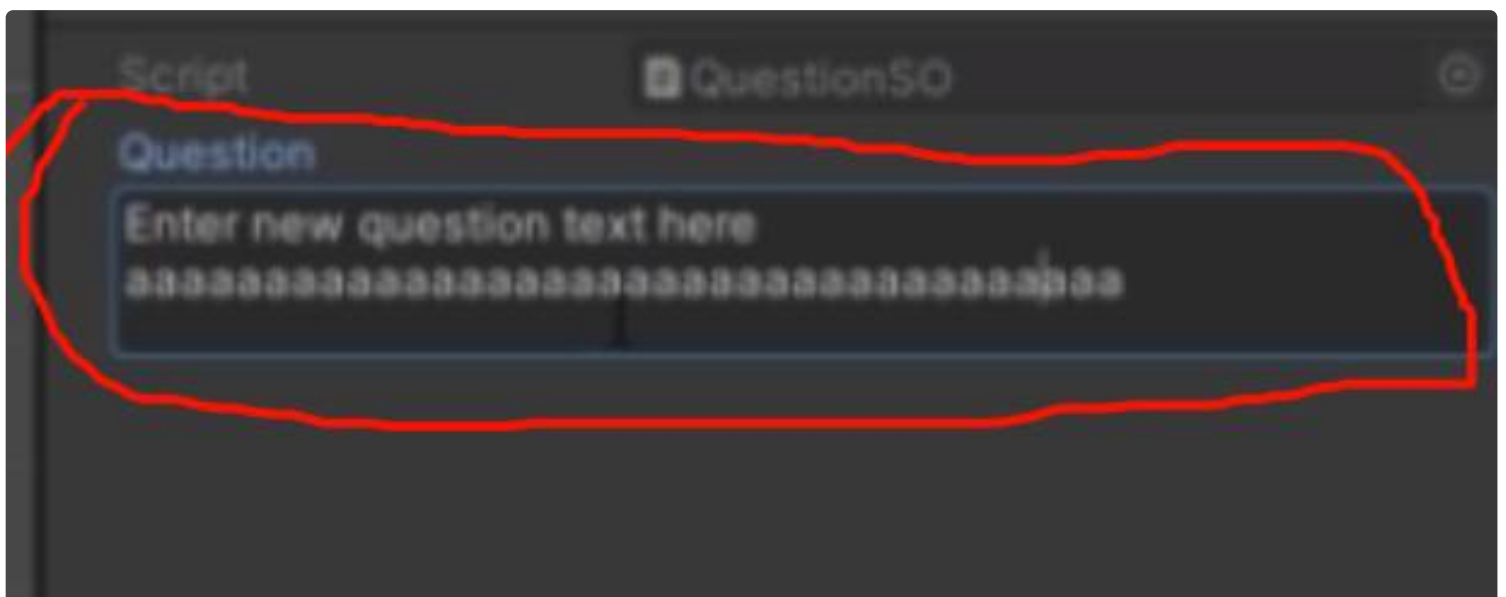


Adding ' Question ' Text :

```
[CreateAssetMenu(menuName = "Quiz Question", fileName = "New Question")]  
public class QuestionSO : ScriptableObject  
{  
    [SerializeField] string question = "Enter new question text here";  
    public string GetQuestion()  
    {  
        return question;  
    }  
}
```



To change the space area for writing long text :



Conclusion : *Add no. of questions or desired text by creating scriptable objects.*

