QUIZ APP COMPLETE GAME TEMPLATE

DEVELOPED BY : DIGIART

1. TABLE OF CONTENT:

2. SCRIPTS:

Some important scripts used in game and their working is described below.

2.1 tfQuestions.cs

This script creates an array of questions for true/false type quiz and a public boolean which is

2.2 tfGameManager.cs

This script handles all the functionality in Quick True False type quiz. All the categories in True/False type quiz use the same script for displaying questions, showing the answers, setting highscores for each category.

This script uses various PlayerPrefs to save highscores which are described in section 4.

2.3 mcqquestion.cs

This script creates an array of questions for MCQs type quiz, public strings for displaying 4 options for each question and public Booleans for each question to select which option is true.

2.4 mcqGameManager.cs

This script handles all the functionality in MCQ type quiz. All the categories in MCQ quiz use the same script.

The PlayerPrefs for saving highscores in this script are described in section 4.

2.5 categoriesscenechanger.cs

This script has various public void functions. Each function corresponds to a particular type of category for quiz. All the buttons in **Scenes > tfcategories** and **Scenes > mcqcategories** are linked to related functions. Each function stores selected category name using PlayerPref method.

For Example:

True/False Movies category button calls **public void tfmovies()** function in the script. This function then sets a string **"tfMovies"** to PlayerPref named **"Category"** and then loads **"timerscene"** scene. The purpose of **Category PlayerPref** is described in section 4.1

3. ADDING / MANAGING QUESTIONS

To add / change questions for any category follow these steps.

1. Open the desired scene, say "**mcq movies**".
2. Select GameManager object from hierarchy.
3. In the Inspector panel click the arrow button behind "Questions" and enter the size. This size defines how many questions should be in the category.
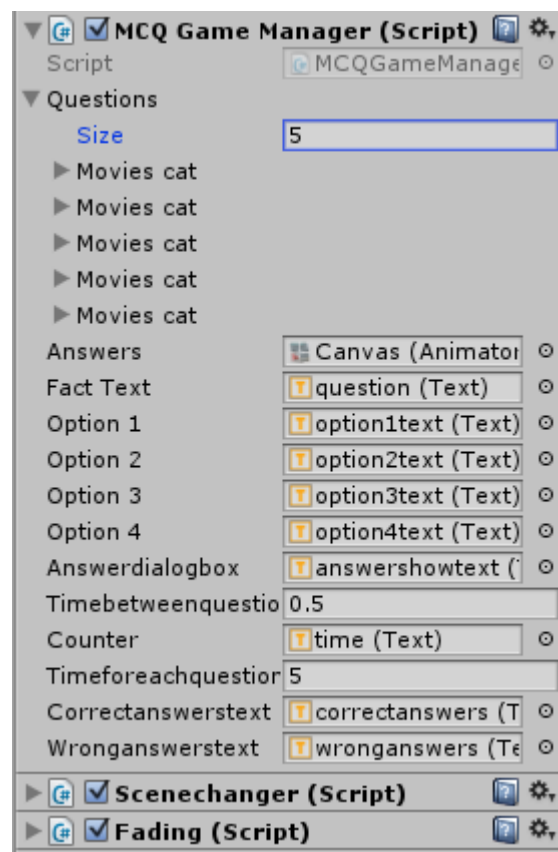
4. Now reveal the elements of each array element by clicking arrow sign at left of it.
5. Enter question in MCQ box.
6. Enter the texts for 4 options in corresponding box.
7. Select which option is true by checking Atrue, Btrue, Ctrue or Dtrue.

8. Repeat the process for all the categories.

4. PLAYER PREFS

4.1 Category

This PlayerPref is used in categoryscenechanger.cs C# script. This playerpref stores which category user has selected for quiz. In this way a need of separate script for each category scene is eliminated.

4.2 User

This PlayerPref stores the player name in **playername.cs** script and display the user name in "**start**" scene.

4.3 Levelnstars

level1stars, level2starsm level3stars … levelnstars are the playerprefs used to store the levels earned in each level of game.

4.4 Levelsunlocked

To store how many levels user has unlocked.

4.5 RecentLevel

This playerpref stores the level number user is currently playing as an integer type variable. It helps in correctly unlocking the next level if player has completed the challenge.

4.6 levelnscores

level1score, level2score, level3score … levelnscore is used to store the correct answers player has given in respective level. The correct answers are then displayed at the finishing of level.

5. SETTING NUMBER OF QUESTIONS

To set number of questions for True / False type Quiz categories follow these steps.

1. Open tfGameManager.cs
2. In line 17, change the **totalquestionstoask int** value from 15 to any number of questions you want the player to answer.
3. Go to line 331 and set the **totalquestionstoask int** value to the same value you set before in line 17. This step is done to reset the static variable when game has ended.
4. Go to line 340 and repeat step 3. Step 4 resets all static variables when player cancels the quiz.

To set number of questions for MCQ type Quiz follow these steps.

1. Open mcqGameManger.cs
2. Change int value of **totalquestionstoask** from line 20. If you equal the int to 10, the user will be asked 10 different questions on gameplay
3. Reset the above variable by setting its value to initial value. For resetting go to line 397 and 406.

6. MODIFYING CURRENT CATEGORIES

Currently there are 9 categories in both True / False type Quiz and MCQ type Quiz.

To Modify category name follow these steps. The procedure is same for both True / False type Quiz and MCQ type Quiz. As an example we will change "**Movies**" category from MCQ type Quiz to "**Hollywood**"

1. Go to scenes > mcqcategories > open mcq movies scene.
2. Change the questions according to new category as described in section 3.
3. Rename scene name from **mcq movies** to **mcq Hollywood.**
4. Open scene **mcqcategories**
5. The second category here is "Movies". Change the icon and text to Hollywood.

6. This button calls **public void mcqmovies** function in **categoriesscenechanger.cs** script. So we will have to modify this function too.

7. Open categoriesscenechange.cs script. Go to line 94.

```
93
94    public void mcqmovies(){
95
96        Application.LoadLevel("timerscene");
97        PlayerPrefs.SetString ("Category", "mcqMovies");
98        PlayerPrefs.Save ();
99
100    }
101
```

8. Change **mcqmovies** to "**mcqhollywood**"

```
94    public void mcqhollywood(){
95
96        Application.LoadLevel("timerscene");
97        PlayerPrefs.SetString ("Category", "mcqMovies");
98        PlayerPrefs.Save ();
99
100    }
101
```

9. Now Change the onbuttonclick property to new function name.

10. Go to line 97 of categoryscenechanger.cs and change "**Movies**" to "**Hollywood**". Now whenever user chooses this category a new string
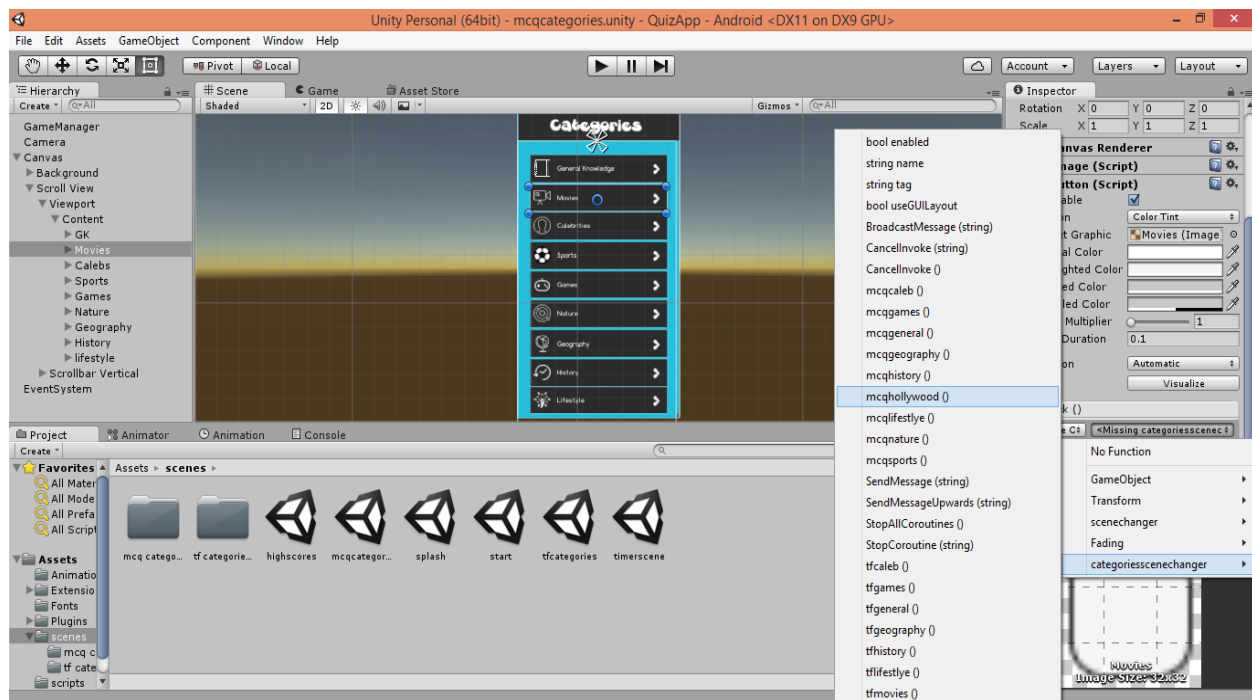
"Hollywood" will be stored in PlayerPref **"category"**. This helps in storing highscores for each category using a single script.

11. Open mcqGameManager.cs script.

12. In Line 272, change "**Movies**" to new string you just put in step 10. i.e **Hollywood.** In this way when user plays the game, all correct questions will be stored as "Hollywood" Highscores. Also change line 275 and line 279 to **mcqHollywoodHighscore**.

13. As the playerpref string is changed to "Hollywood". We will have to update the **HighScores.cs** too. Open HighScores.cs script.

14. Go to line 43. Change **private Text mcqmoviesHighscore** to **private Text mcqhollywoodHighscore.** This changes the reference text field in inspector in **highscores** scene. Open **highscores** scene.

15. Change **Movies** name from hierarchy to **Hollywood**. Also change the icon and title etc. Don't forget to rename mcq movies score highlighted by second red circle to mcq Hollywood score. This will be the reference to serializable text field we created in step 14.
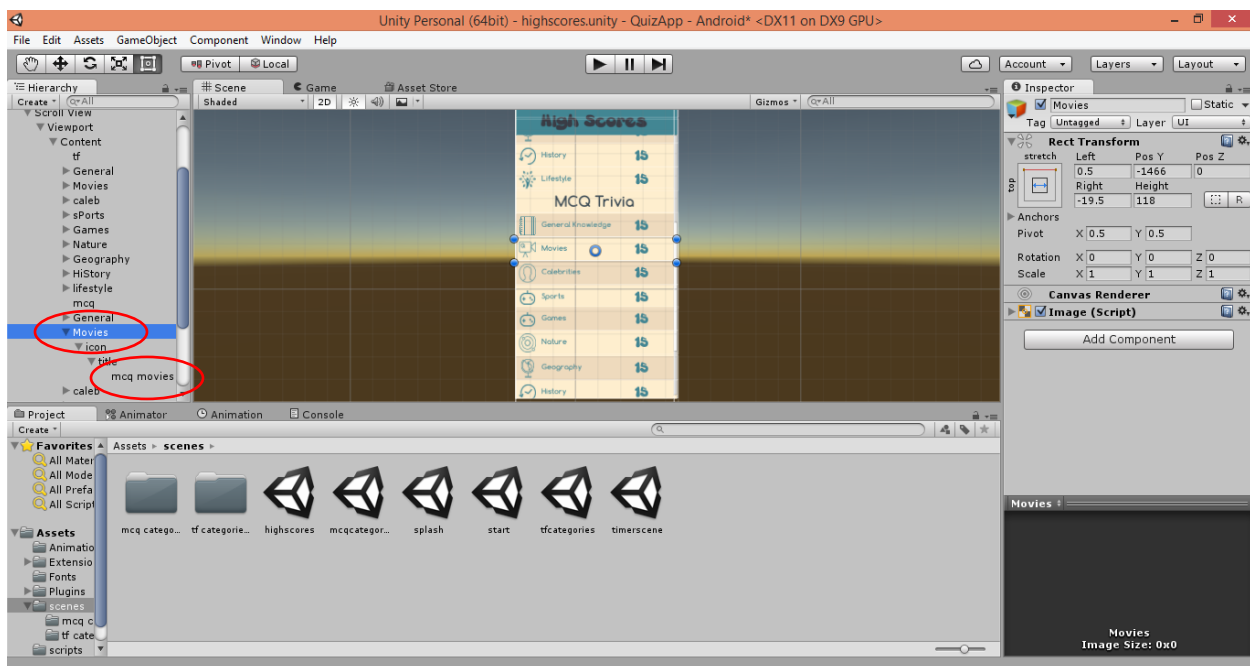
16. Click **GameManager** game object on the top of hierarchy. Change the reference for **mcqHollywood Highscore** text field to **mcq Hollywood score text**.

17. Open HighScores.cs script. Go to line 79. Change

```
mcqmoviesHighscore.text = PlayerPrefs.GetInt ("mcqMoviesHighScore").To
String ();
```

   to

```
mcqmoviesHighscore.text = PlayerPrefs.GetInt ("mcqHollywoodHighScore")
.ToString ();
```

18. Open quizstarttimer.cs script. Go to line 86. Inside **"if"** statement, change **"Movies"** to "**Hollywood"**. Also change line 88 to

```
Application.LoadLevel ("mcq hollywood");
```

This is the name of scene we renamed in step 3.
19. The category has been modified from "Movies" to "Hollywood". You can follow same steps for modifying other categories.

7. DELETING A CATEGORY

To delete a category. Follow these steps. As an example we will delete history category from true false type quiz.

1. Delete scene **tf history** from scenes > tf categories scenes > tf history.
2. Open **tfGameManager.cs** script.
3. Go to line 297. Select lines from 297 to 308 and delete these lines of codes.

4. Open categoryscenechanger.cs script. Go to line 66. Delete all lines of code from line 66 to 72.
5. Open HighScores.cs script. Delete line 75.

```
291
292            }
293        }
294
295      //8
296
297        if (PlayerPrefs.GetString ("Category") == "tfHistory") {
298
299            int newhighscore = correctanswers;
300            int oldhighscore = PlayerPrefs.GetInt ("TFHistoryHighScore", 0);
301
302            if (newhighscore > oldhighscore) {
303
304                PlayerPrefs.SetInt ("TFHistoryHighScore", newhighscore);
305                PlayerPrefs.Save ();
306
307            }
308        }
309
310      //9
311
312        if (PlayerPrefs.GetString ("Category") == "tfLifestyle") {
313
314            int newhighscore = correctanswers;
```

6. The category has been removed now from scripting. Don't forget to remove the category button from **tfcategories** scene.

8. ADDING NEW CATEGORY

To add new category refer to [section 6](#). Instead of renaming old categories playerprefs, you just have to create new PlayerPrefs.

9. MANAGING LEVELS

9.1 Creating a New Level

Watch the youtube video tutorial

https://www.youtube.com/watch?v=qSvJn5ENGM4

THIS IS IT

START MODIFYING GAME ACCORDING TO YOUR USE AND

ENJOY

DEVELOPED BY

DIGIART

For Support Contact

digiart7262@gmail.com

THANK YOU FOR PURCHASING OUR PRODUCT

HAVE A NICE DAY !