# ULTIMATE TRIVIA QUIZ GAME KIT

How to start the Ultimate Trivia Quiz Game Kit

Ultimate Trivia Quiz Game Kit is one of the all-time favorite game, here this guideline for project setup.

This documentation will cover the below topic basically if you have still doubts about anything, feel free to contact us any time and we'll guarantee you to reply back within 24 working hours. Our contact detail is mentioned on the asset store page as well at the bottom of this documentation.

**The topic we are covering in this documentation are:**

- Basic setup
- Build setup
- Add quizzes

# Basic setup

This asset with made with consideration used by non-programmer to the expert programmers. So almost everything is ready setup and no programming skill is required to use this asset at all. If you are a programmer then its a great idea to the extent it's limit even further. :)

Once you purchase and download asset. Follow the below steps to import this asset in the Unity project.

- Create a new project.
- Import the Ultimate Trivia Quiz Game Kit Unity package in the project. Please follow this guideline to learn about importing asset package in the Unity project.
- Create the Resources folder on the Assets folder
- Move the Data folder in the Ultimate Trivia Quiz Game Kit folder to the Resources folder.
- Now you're good to start setting up things and customizing it.

**Third-Party /Unity Assets Requirement :**

- This template requires DOTween Unity Asset, You can download for free from the Unity asset store. Please click this link to download it.
  http://dotween.demigiant.com/
- In Case you get any errors related to DOTween After Importing Asset, please Goto Tools > Demigiant > DoTween Utility Panel > Setup DoTween...
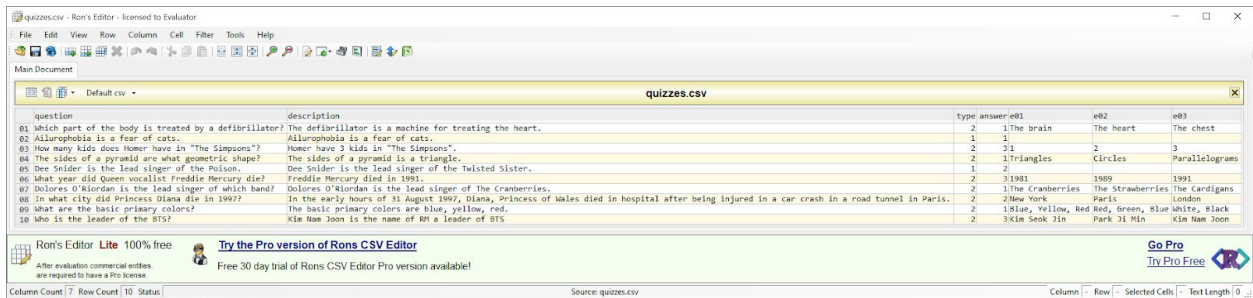  This should fix errors.

# Build Setup

This asset must be the Android or iOS platform.
And this asset designed as a portrait screen ratio.
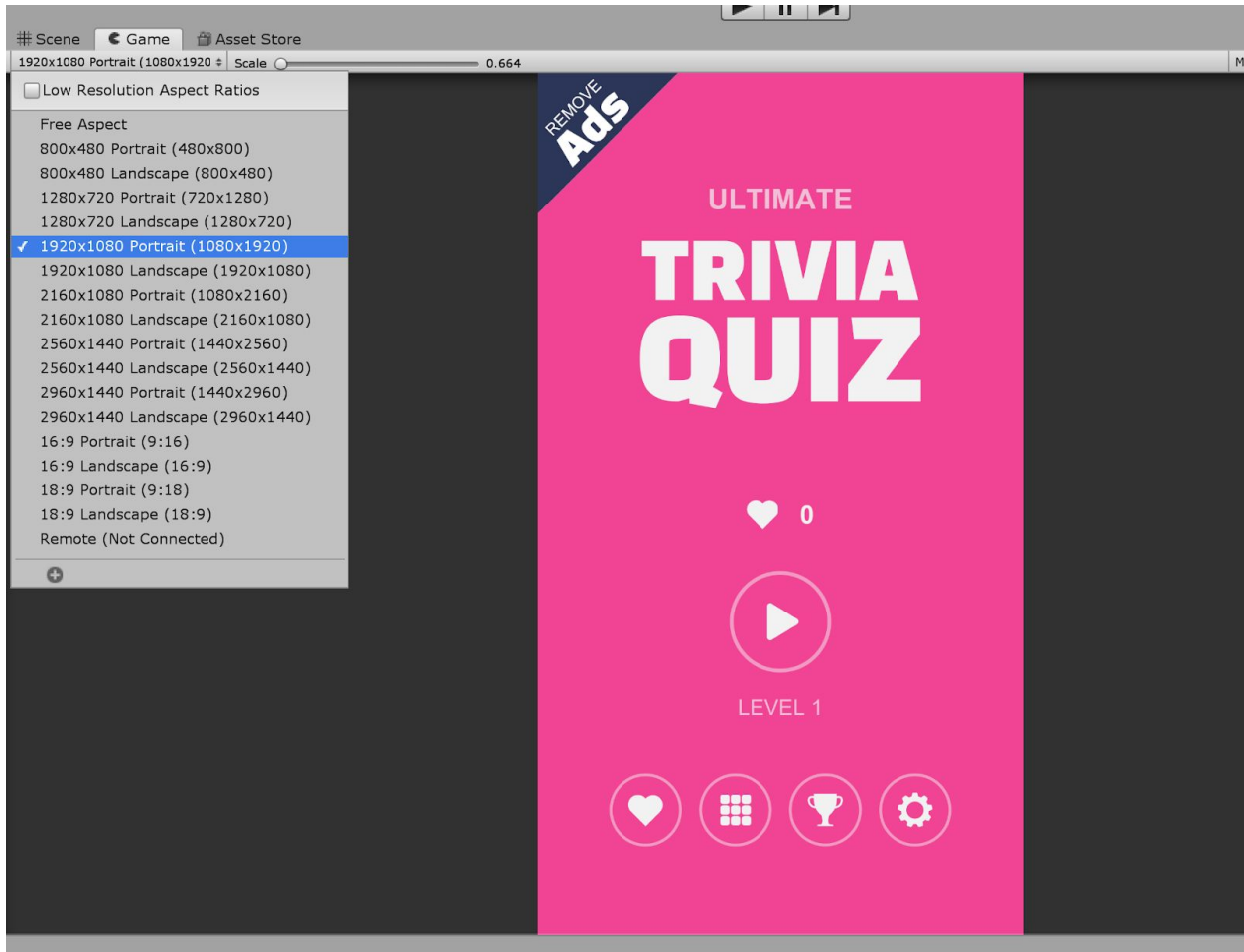
# Add Quizzes

If you want to add new quizzes, change the data.csv file in the Resouces/Data folder.
We recommend opening the .csv file with Ron's editor.

- Ron's editor download link: https://www.ronsplace.eu/products/ronseditor



## CSV File

Quizzes are defined with CSV File.
This asset support 2 types of quizzes.
Normally one stage has five quizzes. So If you want to add one stage, You should add five quizzes on the data.csv file. (If you want to change the quiz number on the one stage, Check the next topic.)

| Title | Description |
|---|---|
| question | This is a quiz question. |
| description | This is a description of the quiz. |
| type | This is a quiz type.<br>1: 3 choices quiz<br>2: O or X quiz |
| answer | In 3 choices quiz type, the answer field is a correct example number.<br>In O or X quiz type, If the answer field is 1 then O is the correct answer and If the answer field is 2 then X is the correct answer. |
| e01 | First example. |
| e02 | Second example. |

| e03 | Third example. |
|-----|----------------|

# Customization

## Quiz number

If you want to change the quiz number on the one stage, Change the quizCountInStage variable in the Constants.cs file on the "Assets/Ultimate Trivia Quiz Game Kit/Scripts/Common" folder.

```csharp
static class Constants
{
    public const string CurrentStageIndexKey = "CURRENT_STAGE_INDEX";
    public const string CurrentHeartAmountKey = "CURRENT_HEART_AMOUNT";
    public const string IsNoAdsKey = "IS_NOADS";
    public const int quizCountInStage = 5;

    // Settings
    public const string IsPlayBGMKey = "PLAY_BGM";
    public const string IsPlaySFXKey = "PLAY_SFX";
}
```

# Test

This asset can test in the play mode in Unity.
If the heart is empty when you test or If you want to test a specific stage, You can change with the Registry Editor.
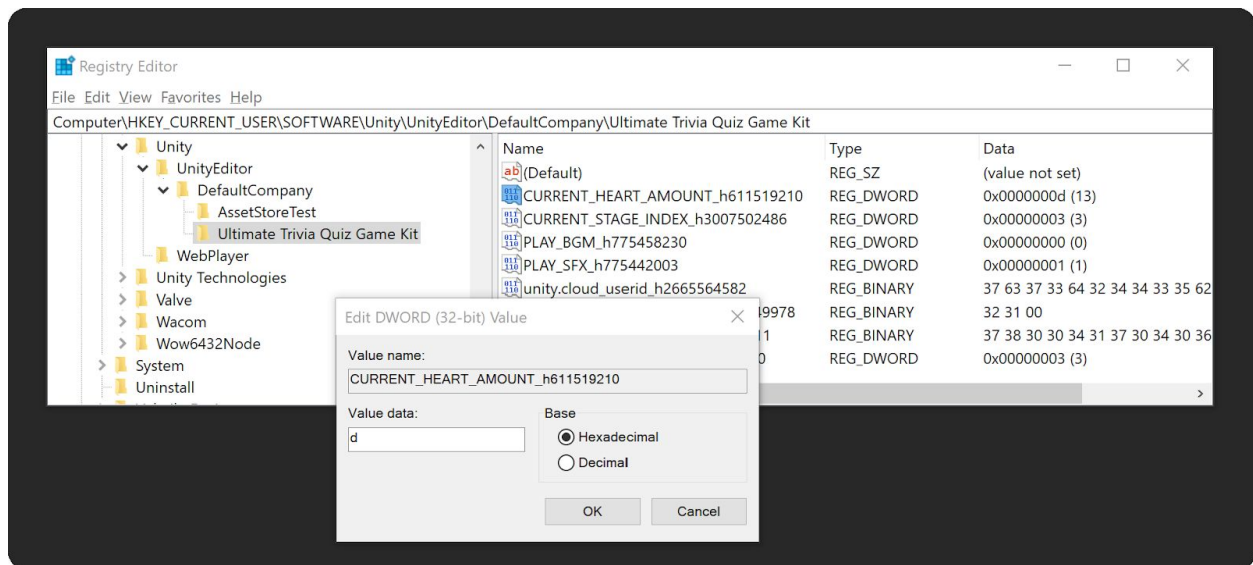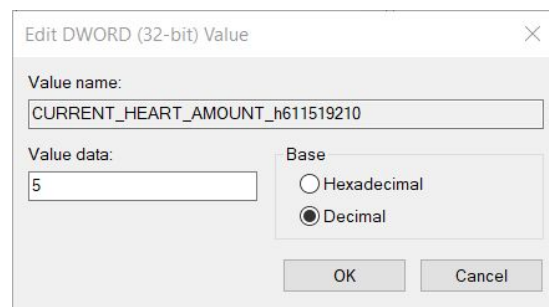


## Add hearts

Find
"Computer\HKEY_CURRENT_USER\SOFTWARE\Unity\UnityEditor\DefaultCompany\UltimateTriviaQuizGameKit" location on the Registry Editor.
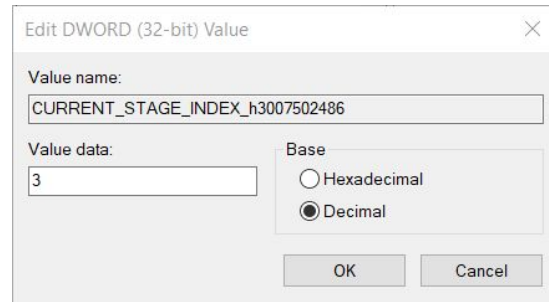And Change number in the **CURRENT_HEART_AMOUNT** field.

## Change last cleared stage

Find
"Computer\HKEY_CURRENT_USER\SOFTWARE\Unity\UnityEditor\DefaultCompany\UltimateTriviaQuizGameKit" location on the Registry Editor.
And Change number in the **CURRENT_STAGE_INDEX** field.



# Wrap Up

While we tried to involve most stuff in the documentation, though, in case if you have any further trouble, be sure to get in touch, and will assist on the issue.
If you liked asset content and quality, be sure to share your feedback on the asset store. Also, be sure to get in touch for any further queries, suggestions, bugs, or feature requests.

- Email: dev@mocapot.com
- Website: https://mocapot.com