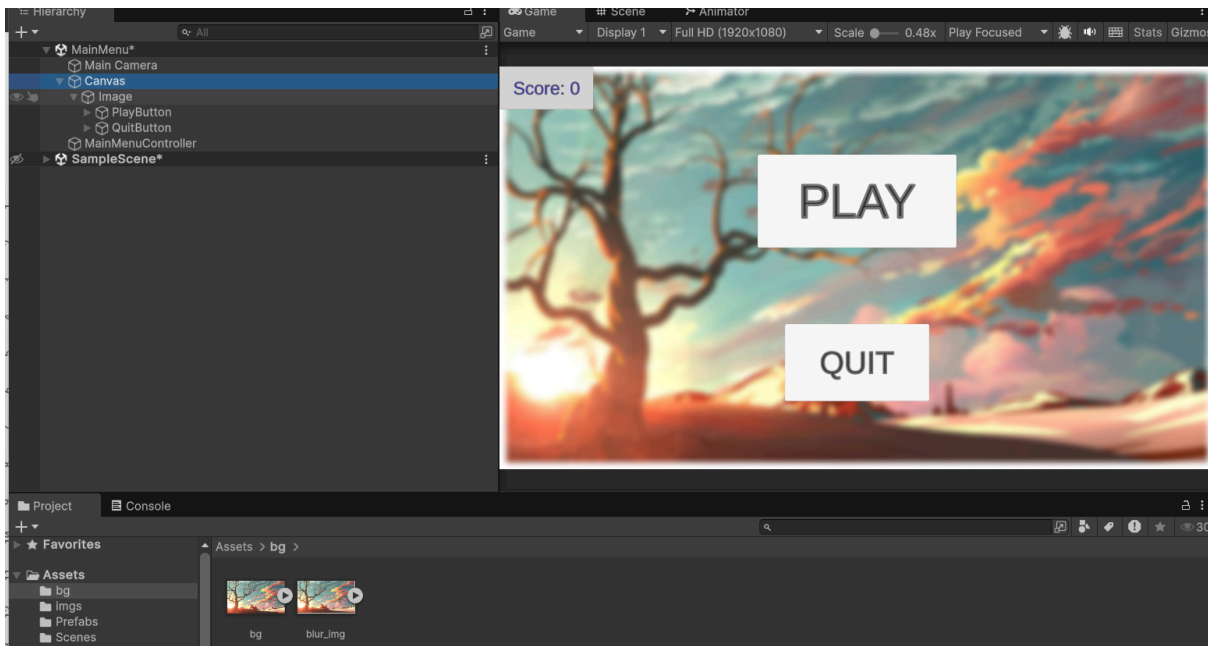# Assignment 5 QUIZ GAME

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First of all i did 2 scenes, which are SampleScene, where the game itself is placed. The MainMenu scene is used just for starting game and quitting from game.

I made a simple canvas with image there, places there buttons and made them workable by script. Which is here:

```
1   using UnityEngine;
2   using UnityEngine.SceneManagement;
3
    Скрипт Unity | Ссылок: 0
4   public class MainMenuController : MonoBehaviour
5   {
        Ссылок: 0
6       public void PlayGame()
7       {
8           SceneManager.LoadScene("SampleScene"); // название сцены с игрой
9       }
10
        Ссылок: 0
11      public void QuitGame()
12      {
13          Application.Quit();
14          Debug.Log("Game Quit");
15      }
16  }
17
```

After this i made a simple game scene which is called SampleScene in which i created 3 different canvas, one for score canvas, second is game first two levels itself and third one is for word-guess game. I made everything in the same way in first and second levels
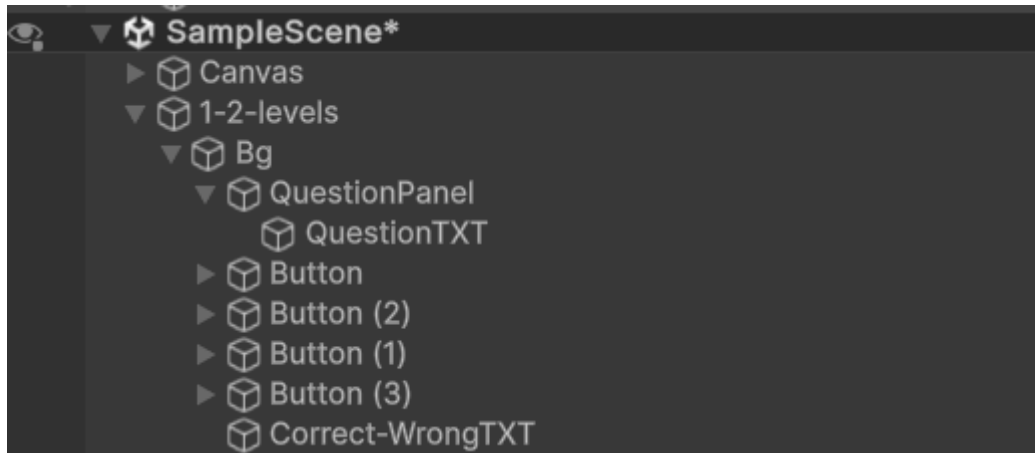
(its 1st and 2nd levels)

it works by following script:

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using TMPro;

// Скрипт Unity | ссылка: 1
public class QuizManager : MonoBehaviour
{
    public int score = 0;
    public TMP_Text ScoreTxt;

    public List<QuestionAndAnswers> QnA_Level1;
    public List<QuestionAndAnswers> QnA_Level2;

    private List<QuestionAndAnswers> currentQnA;
    public Image WordImage;
    public TMP_Text ResultTxt_Word;

    public GameObject[] options;
    public int currentQuestion;

    public Text QuestionTxt;
    public TMP_Text ResultTxt;
    public int level = 1;

    public List<WordQuestion> WordQuestions;
    public GameObject LetterButtonPrefab;
    public Transform LettersParent;
    public TMP_Text PlayerAnswerTxt;
    public GameObject MainCanvas;
    public GameObject WordGameCanvas;

    private string correctWord;
    private string playerAnswer = "";
```

```csharp
private void Start()
{
    ResultTxt.gameObject.SetActive(false);
    score = 0;
    UpdateScore();
    level = 1;
    currentQnA = new List<QuestionAndAnswers>(QnA_Level1);
    generateQuestion();
}
```

```csharp
public void Correct()
{
    score++;
    UpdateScore();

    ResultTxt.gameObject.SetActive(true);
    ResultTxt.text = "Correct!";
    ResultTxt.color = Color.green;
    StartCoroutine(HideResultText());

    currentQnA.RemoveAt(currentQuestion);

    if (currentQnA.Count > 0)
    {
        generateQuestion();
    }
    else
    {
        if (level == 1)
        {

            level = 2;
            currentQnA = new List<QuestionAndAnswers>(QnA_Level2);
            generateQuestion();
        }
        else if (level == 2)
        {
            level = 3;
            generateWordGame();
        }
        else
        {
            QuestionTxt.text = "You won";
            ResultTxt.text = "Thanks for playing!";
            ResultTxt.color = Color.green;
            ResultTxt.gameObject.SetActive(true);

            StartCoroutine(ExitGameAfterDelay(2f));
        }

    }
}
```

also every button there binded with script called "AnswerScript"

```
1   using System.Collections;
2   using System.Collections.Generic;
3   using UnityEngine;
4
    Скрипт Unity | Ссылок: 4
5   public class AnswerScript : MonoBehaviour
6   {
7       public bool isCorrect = false;
8       public QuizManager quizManager;
9
    Ссылок: 0
10      public void Answer()
11      {
12          if (isCorrect)
13          {
14              Debug.Log("Correct Answer");
15              quizManager.Correct();
16          }
17          else
18          {
19              Debug.Log("Wrong Answer");
20              quizManager.Wrong();
21          }
22      }
23  }
```
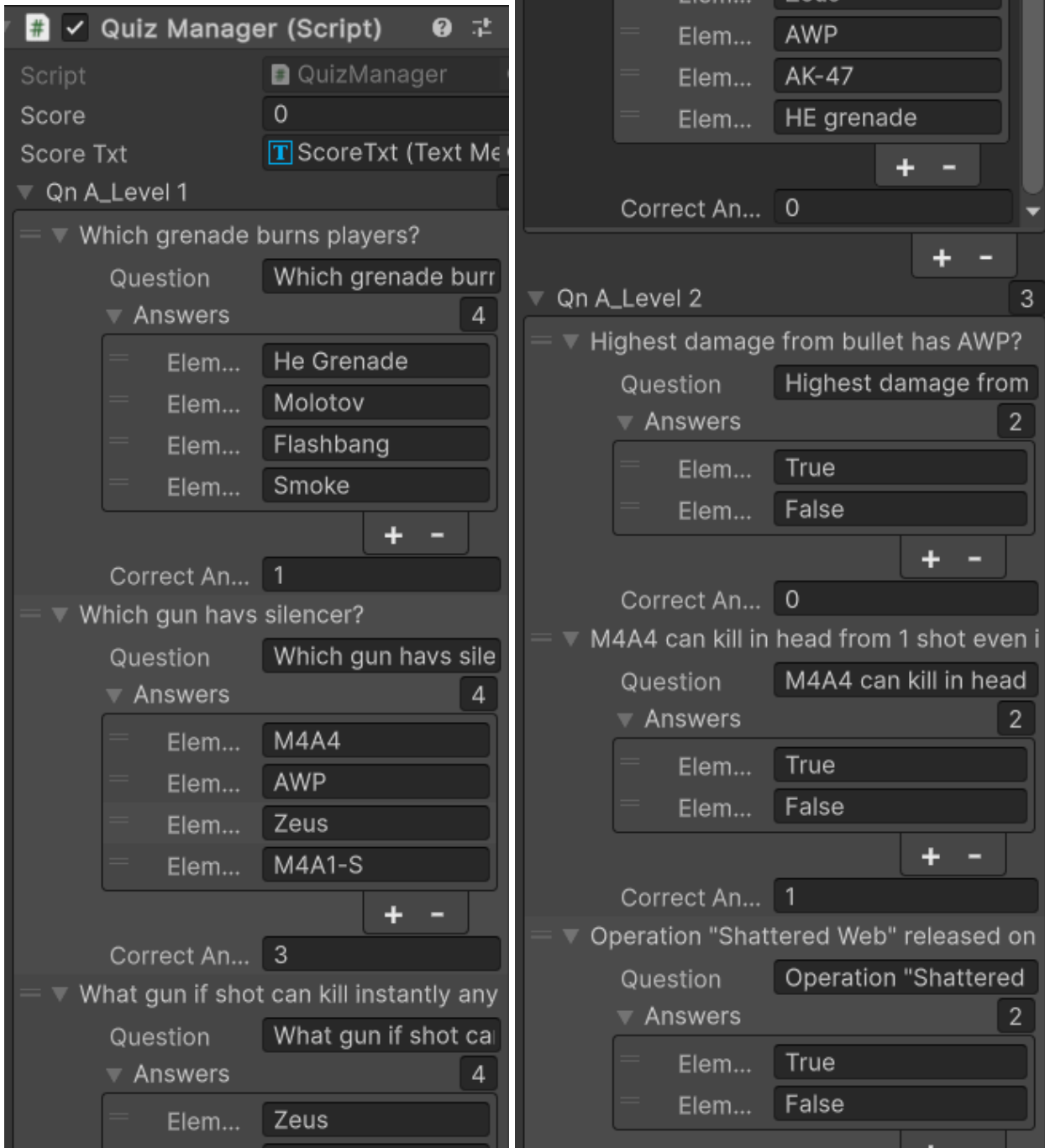
Inspector

Disabled Color	
Color Multiplier	1
Fade Duration	0.1
Navigation	Automatic ▼
	Visualize

On Click ()

Runtime ▼ | AnswerScript.Answer ▼
Buttor ⊙

+ −

✓ **Answer Script (Script)**

Script	AnswerScript
Is Correct	
Quiz Manager	QuizManager (Qui

Default UI Material (Material)

Shader | UI/Default ▼ | Edit... |
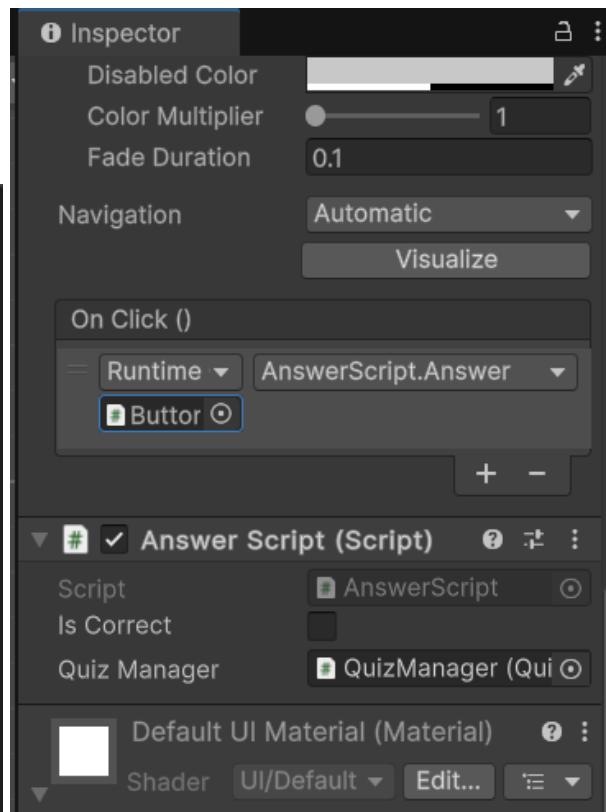
also QuizManager takes buttons and images that it should return on exact level by the script and its inspector looks like this:

Quiz Manager (Script)

Script	QuizManager
Score	0
Score Txt	T ScoreTxt (Text Me

▼ Qn A_Level 1

▼ Which grenade burns players?

Question	Which grenade burr

▼ Answers — 4
- Elem... He Grenade
- Elem... Molotov
- Elem... Flashbang
- Elem... Smoke

+ −

Correct An... 1

▼ Which gun havs silencer?

Question	Which gun havs sile

▼ Answers — 4
- Elem... M4A4
- Elem... AWP
- Elem... Zeus
- Elem... M4A1-S

+ −

Correct An... 3

▼ What gun if shot can kill instantly any

Question	What gun if shot ca

▼ Answers — 4
- Elem... Zeus

▼ What gun if shot can kill instantly any

Question	What gun if shot ca

▼ Answers — 4
- Elem... Zeus
- Elem... AWP
- Elem... AK-47
- Elem... HE grenade

+ −

Correct An... 0

+ −

▼ Qn A_Level 2 — 3

▼ Highest damage from bullet has AWP?

Question	Highest damage from

▼ Answers — 2
- Elem... True
- Elem... False

+ −

Correct An... 0

▼ M4A4 can kill in head from 1 shot even i

Question	M4A4 can kill in head

▼ Answers — 2
- Elem... True
- Elem... False

+ −

Correct An... 1

▼ Operation "Shattered Web" released on

Question	Operation "Shattered

▼ Answers — 2
- Elem... True
- Elem... False

also i made a grid for letters panel in third level
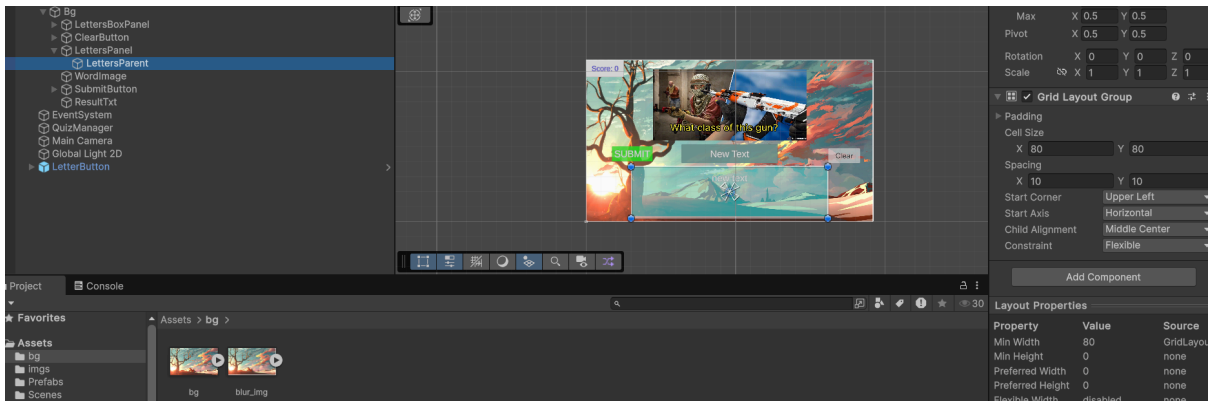
ability to clear the box and submit answers by script and bounded them with clear and submit buttons

```
public void ClearPlayerAnswer()
{
    playerAnswer = "";
    PlayerAnswerTxt.text = "";

    foreach (Transform letter in LettersParent)
    {
        letter.gameObject.SetActive(true);
    }
}
ссылка: 1
void ClearLetters()
{
    foreach (Transform child in LettersParent)
    {
        Destroy(child.gameObject);
    }
}
```
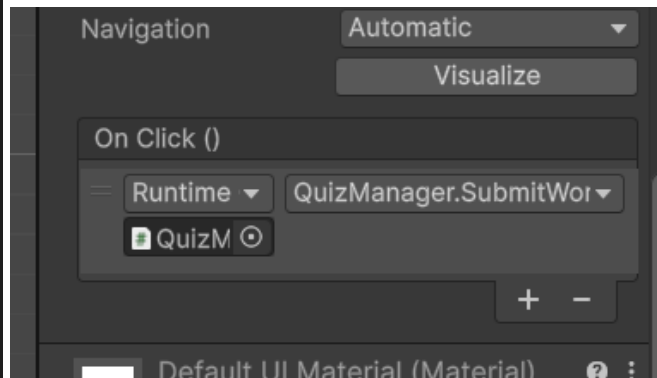

also made images for 3rd level by myself in Figma