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Assessment 3

Hearthstone Quiz

# Hearthstone Quiz UI Design

## Description of the App

This simple quiz will contain a number of questions for the player to cycle through.

For each question they will be presented with a multiple choice, which can then be checked.

When the answer is checked it will update a score counter, which can be reset.

Once a question is complete, they can then move on to the next question.

## Functionality of the App

The question will be selected from an array containing strings of flavour text for Hearthstone cards.

For each element in the array, a set of three answers must also be displayed.  
This could be done with three farther arrays, with each element synchronously displayed and incremented by the ‘Next Question’ button.

Selecting an answer will store the value of that element into an ‘answer’ variable.

The ‘Check Answer’ button will then compare the ‘answer’ variable with the correct answer, stored in another array.  
Subsequently, the score counter will be updated to reflect a correct or incorrect answer.

The ‘Reset Game’ button clears the score counter and starts the game again, at the first question.

Next Question

Reset Game

1 / 1

Congratulations, your score is:

Check Answer

Ragnaros, Lightlord

Baron Geddon

Ragnaros the Firelord

*What happens when you try and corrupt a corrupted firelord? DOUBLE NEGATIVE, INSECT! What happens when you try and corrupt a corrupted firelord? DOUBLE NEGATIVE, INSECT!*

*What happens when you try and corrupt a corrupted firelord? DOUBLE NEGATIVE, INSECT! What happens when you try and corrupt a corrupted firelord? DOUBLE NEGATIVE, INSECT!*

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Guess the name of each of the following cards based on their flavour text.