First show -> Quickly memorize the next question before time runs out and then answer the question.

User clicks OK

Then show the question – and also show a count down timer for 10 seconds.

User either clicks on OK (if he memorized before 10 seconds) – OR – 10 second timer runs out

Now hide the question – and show 3 objects. They should not appear at same time but appear one after the other.

The third object will always appear last (example Deer.png)

Whether first one (zebra) will appear first OR second one (Giraffe) will appear first is decided randomly on load of the question.

The time at which they should load is based on timer (p1s, p2s, p3s). This timer should start after user memorization part is over.

If first one appeared first – answer will be answerForp1AppearedFirst (1 based index)

If second one appeared first – answer will be answerForp2AppearedFirst (1 based index)

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| --- | --- |
| 1 | withpQn:@"Memorize! If Zebra appears first, touch Deer. If Giraffe appears first, touch Zebra." withp1:@"Zebra.png" p2:@"Giraffe.png" p3:@"Deer.png" answerForp1AppearedFirst:3 answerForp2AppearedFirst:1 p1s:0.8 p2s:0.8 p3s:1.0]))  { |
| 2 | withpQn:@" Memorize! If filled beer mug appears last, touch happy man. If empty beer mug appears last, touch filled beer mug" withp1:@"EmptyBeer.png" p2:@"FullBeer.png" p3:@"HappyManCopy.png" answerForp1AppearedFirst:3 answerForp2AppearedFirst:2 p1s:0.8 p2s:0.8 p3s:0.7]))  { |
| 3 | withpQn:@" Memorize! If closed door appears first, touch umbrella. If open door appears first, touch closed door" withp1:@"ClosedDoor.png" p2:@"OpenDoor.png" p3:@"Umbrella.png" answerForp1AppearedFirst:3 answerForp2AppearedFirst:1 p1s:1.0 p2s:1.0 p3s:1.0]))  { |
| 4 | withpQn:@" Memorize! If meat appears last, touch sweet potato. If sweet potato appears last, touch waist" withp1:@"SweetPotato.png" p2:@"Meat.png" p3:@"Waist.png" answerForp1AppearedFirst:1 answerForp2AppearedFirst:3 p1s:0.8 p2s:0.7 p3s:0.6]))  { |
| 5 | withpQn:@" Memorize! If skull appears first, touch eye. If witch appears first, touch skull" withp1:@"Skull.png" p2:@"Witch.png" p3:@"SeeCopy.png" answerForp1AppearedFirst:3 answerForp2AppearedFirst:1 p1s:0.4 p2s:0.8 p3s:1.0]))  { |
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