This question is very tricky to code (since there is lots of randomness involved) and hence feel free to check my unity code (not very well tested) or ios code (well tested)

This is a timer based question.

Each question will have 10 mini questions and each mini question requires one balloon to touch.

The question will have only limited time to complete – so all mini questions have to be completed within that time. If not player loses.

First show -> The next question requires busting 10 balloons within “%” seconds by following instructions given. Get ready and click ‘play’.

User clicks OK

Show timer and start showing question.

For each **mini question** we need to do following things randomly.

* 4 ballo0ns (yellow, green, blue and red) placed in random order
* They will one of the text (yellow, green, blue and red) on them but the text will be different from color of the balloon
* The Color of the text will be one of (yellow, green, blue and red). However the text of the color will not be same as text or color of the balloon.
* The question will be randomly generated (and NOT in the order below). The @ has to be randomly filled in with one of the colors.

@"(%d) Touch %@ balloon",

@"(%d) Touch the word

@"(%d) Touch the word in %@ color"

There will be 10 questions (don’t confuse this for mini question) of this pattern.

The difference between each pattern is the time given to each question. Here are the 10 variations.

40 seconds

30 seconds

26 seconds

22 seconds

20 seconds

18 seconds

16 seconds

14 seconds

12 seconds

10 seconds

The balloon should burst and fall to the ground when touched.

I am curious whether it is actually possible to clear this in 10 seconds (hardest part) assuming user clicks as soon as question appeared. Please test that part. You can do that by simply considering the answer as correct irrespective of whether it is correct or not.