

Session 7 — Creating the Quiz Experience

You're about to build the heart of your trivia game — interactive quiz components that bring your cached questions to life! This guide walks you through **component composition**, array mapping patterns, and creating dynamic user feedback systems. Ready to transform your static zones into engaging quiz experiences? Let's go!

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Accessing Your Codespace

Visit github.com/codespaces to relaunch your Codespace from the previous session.

Component Composition


Before we start coding, let's understand how complex components are built from smaller pieces — the foundation of scalable React architecture.

Component composition is like building with LEGO blocks — you create complex structures by snapping together smaller, focused pieces. Your `QuizModal` is actually composed of five smaller components working together:

```
QuizModal (the container)
├── ProgressHeader (shows question progress)
├── QuestionHeader (displays the question)
├── AnswerChoices (interactive answer buttons)
├── AnswerFeedback (shows results)
└── ContinueButton (navigation control)
```

Each component has a single responsibility, making your code easier to understand, test, and modify. Instead of one massive component doing everything, you break functionality into focused pieces that can be reused and debugged independently.

Connecting the Quiz Modal

 **Goal:** Connect the quiz modal to your game flow so clicking zones displays quiz questions.

You'll set up the modal to appear when players click zones, creating the bridge between your game map and quiz questions.

Step 1: Add QuizModal to App

File: `src/App.jsx`

Make the QuizModal component available in your app so it can appear when players click zones.

```
// ... existing imports ...
import QuizModal from "../components/QuizModal"; // [1] Import QuizModal

export default function App() {
  const { screen, isQuizVisible } = useGame(); // [2] Add isQuizVisible

  return (
    <div className="app-container">
      {screen === SCREENS.SPLASH && <SplashScreen />}
      {screen === SCREENS.PLAYING && (
        <>
          <GameMap />
          <HUD />
          {isQuizVisible && <QuizModal />}
          {/* ↑ [3] Conditionally render QuizModal */}
          <CoordinateDisplay />
        </>
      )}
    </div>
  );
}
```

💡 Understanding Conditional Rendering

1. **Import QuizModal:** Import the QuizModal component at the top with other components
2. **Add isQuizVisible:** Add the modal visibility state to the destructuring
3. **Conditionally render QuizModal:** Use the `&&` operator to show QuizModal only when `isQuizVisible` is true

The `&&` operator creates conditional rendering — when `isQuizVisible` is true, React renders `<QuizModal />`; when false, nothing renders. This pattern controls what users see based on app state.

Step 2: Update GameMap to show modal

File: `src/components/GameMap.jsx`

Make the modal appear after questions finish loading by updating the visibility state.

```
export default function GameMap() {
  // [1] Access setIsQuizVisible
  const { activeZone, loadQuestionsForZone, setIsQuizVisible, zoneProgress } =
    useGame();

  const handleZoneClick = async (zoneId) => {
    // ... existing code ...
    await loadQuestionsForZone(zoneId);
    setIsQuizVisible(true); // [2] Show modal
  };

  // ... rest of component ...
}
```

💡 Understanding Modal Visibility Control

1. **Access `setIsQuizVisible`:** Get the setter function to control modal visibility
2. **Show modal:** Setting `isQuizVisible` to true satisfies Step 1's condition, rendering the modal

This completes the connection: zone click → questions load → state updates to true → Step 1's condition satisfied → modal renders.

Step 3: Test the modal connection

Click any zone on the game map.

✓ **You should see:** QuizModal appears with your cached questions displayed!

🔵 Building Answer Buttons

🎯 **Goal:** Build interactive answer buttons that transform your question data into clickable choices using array mapping.

File: `src/components/QuizModal.jsx`

You'll create the `AnswerChoices` component in three steps: create the component structure, add it to JSX, then implement array mapping to generate buttons.

Step 1: Create AnswerChoices component

Create a skeleton version of the component that you'll progressively build up with functionality.

```
// Add this component after QuestionHeader:
function AnswerChoices({ answers }) {
  return <div className="answers-grid"></div>;
}
```

Step 2: Add AnswerChoices to QuizModal

Place the AnswerChoices component in your modal so it appears below the question.

```
export default function QuizModal() {
  // ... existing code ...

  return shouldShowModal ? (
    <div className="quiz-modal">
      <div className="quiz-content">
        {/* ... existing code ... */}

        <QuestionHeader question={question} />
        <AnswerChoices answers={question.answers} />
        {/* ↑ Add AnswerChoices component */}

        <ContinueButton
          hasAnswered={chosenAnswer !== null}
          isOnFinalQuestion={isLastQuestion}
          onContinue={handleContinue}
        />
      </div>
    </div>
  ) : null;
}
```

Step 3: Verify props are passed

Click a zone, then open React DevTools → Components tab → find AnswerChoices → check the `answers` prop.

✓ You should see: The `answers` prop is populated with an array of four answer strings.

Step 4: Generate buttons from answers array

Transform your answers array into clickable buttons using `map()` — one button for each answer.

```
function AnswerChoices({ answers }) {  
  return (  
    <div className="answers-grid">  
      {answers.map((answer, index) => (  
        <button key={index} className="answer-button"> // [1] Loop answers  
          {answer} // [2] Create button  
        </button> // [3] Display answer  
      ))}  
    </div>  
  );  
}
```

💡 Understanding Array Mapping

1. **Loop answers:** The `map()` method iterates through the answers array, converting each string into JSX
2. **Create button:** Each answer becomes its own button with a unique key for React's tracking
3. **Display answer:** The answer string appears as the visible text on each button


Array mapping is everywhere in React — any time you have a list of data that becomes a list of components, you use `map()`. The `key` prop helps React optimize updates by tracking which items changed, moved, or were added/removed. Without keys, React would re-render all buttons on every update; with keys, it only updates the buttons that actually changed, making your dynamic button lists performant and reliable.

Step 5: Test the answer buttons

Click a zone to open the quiz modal.

✓ **You should see:** Four answer buttons appear in the modal with your question's answer choices!

Making Buttons Interactive

 **Goal:** Add click functionality and dynamic styling that shows correct/incorrect answers with visual feedback.

File: `src/components/QuizModal.jsx`

You'll add interactivity in three steps: click handling, conditional styling, and preventing multiple clicks.

Step 1: Add click handling to AnswerChoices

Part A: Update AnswerChoices component

Make your answer buttons respond to clicks by accepting a click handler prop.

File: `src/components/QuizModal.jsx`

```
// [1] Add onAnswerClick parameter
function AnswerChoices({ answers, onAnswerClick }) {
  return (
    <div className="answers-grid">
      {answers.map((answer, index) => (
        <button
          key={index}
          className="answer-button"
          onClick={() => onAnswerClick(index)} // [2] Attach click handler
        >
          {answer}
        </button>
      ))}
    </div>
  );
}
```

💡 Understanding Click Handling

1. **Add `onAnswerClick` parameter:** Accept the click handler function from the parent component
2. **Attach click handler:** Add `onClick` to each button so it calls `onAnswerClick` with the button's `index`

Each button needs to tell the parent component which answer was clicked. The `onClick` prop connects the button to the handler function, and the `index` parameter identifies which specific answer the player selected. This pattern — child components calling parent functions with identifying data — is common in React for handling interactions in lists.

Part B: Pass the handler to AnswerChoices

Update the JSX to pass the `handleAnswerClick` function:

```
export default function QuizModal() {
  // ... existing code ...

  return shouldShowModal ? (
    <div className="quiz-modal">
      <div className="quiz-content">
        {/* ... existing code ... */}

        <AnswerChoices
          answers={question.answers}
          onAnswerClick={handleAnswerClick}  {/* Add this prop */}
        />

        {/* ... rest of modal ... */}
      </div>
    </div>
  ) : null;
}
```

Part C: Test click handling

Click a zone, then click any answer button.

✓ **You should see:** The Continue button becomes enabled, allowing you to move to the next question.

Step 2: Add conditional styling to AnswerChoices

Part A: Update AnswerChoices component

Add visual feedback that shows which answer is correct and which was chosen incorrectly.

File: `src/components/QuizModal.jsx`

```
// [1] Add chosenAnswer and correctAnswer parameters
function AnswerChoices({ answers, onAnswerClick, chosenAnswer, correctAnswer }) {
  // [2] Create style function
  const getButtonStyle = (index) => {
    if (chosenAnswer === null) return "answer-button";
    if (index === correctAnswer) return "answer-button correct";
    if (index === chosenAnswer) return "answer-button incorrect";
    return "answer-button";
  };

  return (
    <div className="answers-grid">
      {answers.map((answer, index) => (
        <button
          key={index}
          className={getButtonStyle(index)} // [3] Apply dynamic className
          onClick={() => onAnswerClick(index)}
        >
          {answer}
        </button>
      ))}
    </div>
  );
}
```

💡 Understanding Dynamic Styling

1. **Add chosenAnswer and correctAnswer parameters:** Accept `chosenAnswer` and `correctAnswer` to track answer state
2. **Create style function:** `getButtonStyle()` returns different CSS classes based on state - default before answering, `correct` class for right answer, `incorrect` class for wrong answer, default for other buttons
3. **Apply dynamic className:** Each button calls the function with its `index` to get the appropriate styling

The function checks conditions in order: if no answer is selected yet, all buttons are default. After selection, the correct answer gets distinct styling to show it was right, the chosen wrong answer gets different styling to show it was incorrect, and other buttons remain default. This provides immediate visual feedback.

Part B: Pass the styling props

Update the JSX to pass the styling props:

```
export default function QuizModal() {
  // ... existing code ...

  return shouldShowModal ? (
    <div className="quiz-modal">
      <div className="quiz-content">
        /* ... existing code ... */

        <AnswerChoices
          answers={question.answers}
          onAnswerClick={handleAnswerClick}
          chosenAnswer={chosenAnswer}      /* Add this prop */
          correctAnswer={question.correct} /* Add this prop */
        />

        /* ... rest of modal ... */
      </div>
    </div>
  ) : null;
}
```

Part C: Test conditional styling

Click a zone, then click an answer.

✓ **You should see:** The correct answer and your chosen answer (if incorrect) show distinct visual styling.

Step 3: Disable buttons after answer selection

Disable all buttons after an answer is selected so players can't change their answer.

```
function AnswerChoices({ answers, onAnswerClick, chosenAnswer, correctAnswer }) {  
  // ... existing code ...  
  
  return (  
    <div className="answers-grid">  
      {answers.map((answer, index) => (  
        <button  
          key={index}  
          className={getButtonStyle(index)}  
          onClick={() => onAnswerClick(index)}  
          disabled={chosenAnswer !== null} {/* Add disabled attribute */}  
        >  
          {answer}  
        </button>  
      ))}  
    </div>  
  );  
}
```

💡 Understanding the disabled Attribute


The `disabled` attribute is a built-in HTML feature that prevents user interaction with an element. When `disabled={true}`, the button becomes unclickable and typically appears grayed out.

Here, `disabled={chosenAnswer !== null}` means: once a player selects an answer (`chosenAnswer` is no longer `null`), all buttons become disabled. This prevents players from changing their answer after committing to a choice, creating a polished quiz experience.

Click a zone, click an answer, then try clicking other buttons.

✓ **You should see:** After selecting an answer, all other buttons become unclickable.

Adding Feedback Messages

 **Goal:** Add personality to your game with custom feedback messages that celebrate correct answers and encourage players after mistakes.

You'll create feedback message constants, import them, implement random selection logic, and add the feedback component to your quiz modal.

Step 1: Create the messages file

Storing feedback messages in a dedicated constants file separates content from code logic. This makes it easy to modify messages or add variety without touching component code.

Right-click `src/constants` → New File → name it `messages.js`, then add your own feedback messages. Here are some examples to get you started, but feel free to create your own unique messages that match your game's personality:

```
export const CORRECT_FEEDBACK = [  
  "🎉 Nailed it!",  
  "🔥 You got it!",  
  "✨ Awesome!",  
  "🏆 Perfect!",  
  "💯 Brilliant!",  
  "★ Outstanding!",  
  "🚀 Amazing!"  
];  
  
export const INCORRECT_FEEDBACK = [  
  "😞 Missed it!",  
  "💥 Not quite!",  
  "😓 Close one!",  
  "😊 Try again!",  
  "🎯 Almost there!",  
  "💪 Keep going!",  
  "🧠 Learning time!"  
];
```

Step 2: Import the constants

File: `src/components/QuizModal.jsx`

Import your feedback messages so the QuizModal can use them.

```
// ... existing imports ...  
import { CORRECT_FEEDBACK, INCORRECT_FEEDBACK } from "../constants/messages";
```

Step 3: Add random feedback to AnswerFeedback

File: `src/components/QuizModal.jsx`

Add logic that picks a random message from your feedback arrays each time a player answers.

```
function AnswerFeedback({ hasAnswered, isCorrect, correctAnswerText }) {  
  if (!hasAnswered) {  
    return <AnswerPlaceholder />;  
  }  
  
  // [1] Choose message type  
  const messages = isCorrect ? CORRECT_FEEDBACK : INCORRECT_FEEDBACK;  
  
  // [2] Select random message  
  const message = messages[Math.floor(Math.random() * messages.length)];  
  
  return (  
    <div className="result">  
      <strong>{message}</strong> { /* [3] Display feedback */}  
      {!isCorrect && <div>The answer was: {correctAnswerText}</div>}  
    </div>  
  );  
}
```

💡 Understanding Random Feedback Selection

1. **Choose message type:** Select `CORRECT_FEEDBACK` for right answers, `INCORRECT_FEEDBACK` for wrong answers based on `isCorrect`
2. **Select random message:** `Math.random()` gets a number between 0 and 1, multiply it by the number of messages, and `Math.floor()` rounds down to get a valid index. This picks one message from the array at random — like drawing a card from a shuffled deck — adding variety to the feedback players see
3. **Display feedback:** Show the randomly selected message to the player

The `AnswerFeedback` component handles three states: before answering (shows a prompt), after a correct answer (shows a celebratory message), and after an incorrect answer (shows an encouraging message plus the correct answer to help with learning).

Step 4: Add AnswerFeedback to QuizModal

File: `src/components/QuizModal.jsx`

Place the feedback component in your modal so players see their results after answering.

```

export default function QuizModal() {
  // ... existing code ...

  return shouldShowModal ? (
    <div className="quiz-modal">
      <div className="quiz-content">
        {/* ... existing code ... */}

        <QuestionHeader question={question} />

        <AnswerFeedback
          hasAnswered={chosenAnswer !== null}
          isCorrect={chosenAnswer === question.correct}
          correctAnswerText={question.answers[question.correct]}
        />
        {/* ↑ Add AnswerFeedback component */}

        {/* ... rest of modal ... */}
      </div>
    </div>
  ) : null;
}

```

Step 5: Test the feedback messages


Click a zone, then click different answers multiple times.

✓ **You should see:** Different feedback messages appear each time you answer, adding variety and personality to your game!

Bonus Challenge

Add more feedback messages to each array to increase variety! Try different emojis and encouraging phrases.

Testing Your Quiz System

 **Goal:** Verify your complete quiz system works by testing the full user flow and inspecting component state with DevTools.

You'll test the complete quiz flow from zone click to completion, then use React DevTools to inspect component state and props.

Step 1: Test complete quiz flow

Navigate to the game by clicking “Start Adventure”, then test the full interaction sequence.

- Click any zone
- **Verify** modal appears with question and four answer buttons
- Click any answer
- **Verify**:
 - Button shows correct/incorrect styling
 - Random feedback message appears
 - Other buttons become disabled
 - Continue button becomes enabled
- Click Continue button
- **Verify** next question loads
- **Complete** all questions
- **Verify** modal closes and zone is marked complete in HUD

✓ **You should see:** The complete quiz flow works smoothly from start to finish, with all interactive elements responding correctly!

Step 2: Inspect component state with DevTools

React DevTools lets you inspect props and state in real-time, helping you verify data is flowing correctly through your component tree.

Press **F12** or right-click → Inspect to open DevTools, then navigate to the Components tab.

- Find QuizModal in the component tree
- **Expand** to see child components
- Click AnswerChoices
- **Inspect** the `answers` prop (should show four answer strings)
- **Inspect** the `chosenAnswer` prop (should be `null` before answering)
- Click an answer in the game
- **Observe** `chosenAnswer` updates to the selected index

✓ **You should see:** React DevTools shows how props and state flow through your component tree, updating in real-time as you interact with the quiz!







Figure: Verify component props and state in React DevTools



Essential Terms

Quick reference for all the component composition and interaction concepts you just learned:

Term	Definition	Why it matters
 component composition	Building complex components by combining smaller, focused components together.	Your <code>QuizModal</code> is composed of five smaller components, making it easier to understand and maintain.
 <code>Array.map()</code>	JavaScript method that transforms each item in an array into something else, returning a new array.	Essential for converting your answers array into JSX button elements in React.

 key prop	Unique identifier React needs for each element in a mapped array to track changes efficiently.	Helps React optimize updates when answer lists change or reorder.
 event handling	Managing user interactions like clicks, form submissions, and keyboard input in React components.	Your answer buttons use <code>onClick</code> handlers to trigger state changes and provide interactivity.

Ask the AI — Creating the Quiz Experience

You just built a complex interactive quiz system using component composition, array mapping, and dynamic styling — excellent work!

Now let's deepen your understanding of React patterns, component architecture, and user interaction design. Here are the most impactful questions to ask your AI assistant about today's session:

- How does component composition make React apps more maintainable than monolithic components?
- How do conditional classes provide better user experience than static styling?
- How does the disabled attribute improve the user experience in quiz interfaces?
- Why is it better to store feedback messages in constants rather than hardcoding them?
- How does the AnswerChoices component demonstrate the single responsibility principle?