# Game Template Guide: Quiz Game

The quiz template contains 4 scenes:
- Start (first scene)
- Example question
- Question template (copy this question before creating your own)
- End (last scene)
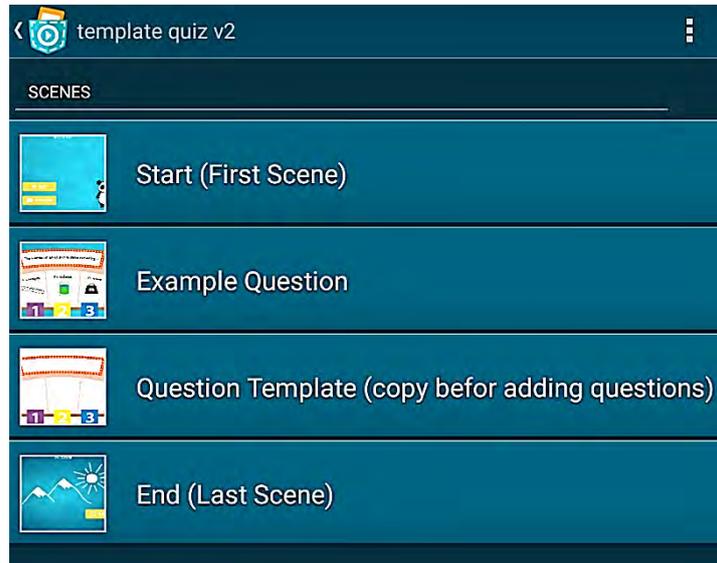


Each of these scenes works like an individual program. For example, objects and variables can only be used for one scene. You can start a scene by tapping on the play button.
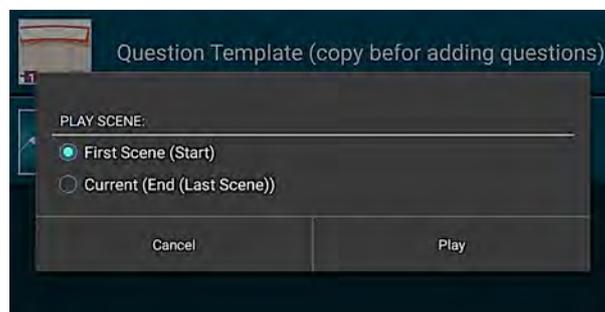


**Game-Play:**
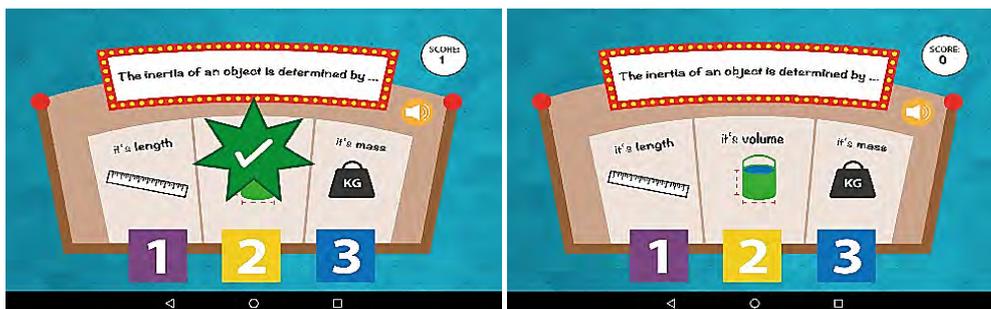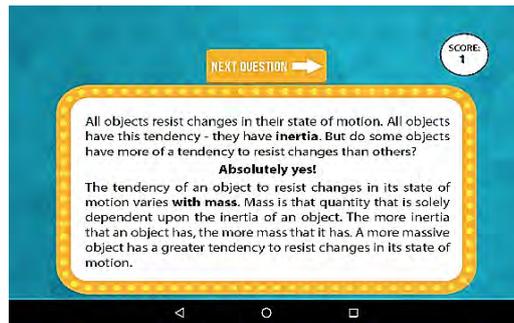
**Scene start**

This scene contains the introduction and the following objects:
- Background
- Initial game variables
- Group: start
    - Button play game
    - Button instruction
    - Button back



The object *Background* has two looks *Title* and *Introduction* which can be changed and adapted.

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**ToDo -1:**

Edit/change the looks of the object Background
1. Open *Background* and go to Backgrounds



2. Open its look *Title*: Add the name or title of your quiz here.
   You can achieve this in two ways:
   a. Add the name by using Pocket Paint's text tool
   b. Delete this image and add your own which contains your title
3. Open its look *Instruction*: Add your instruction text
   a. Add your text by using Pocket Paint's text tool
   b. Delete this image and add your own which contains your text/instruction

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The object *Initial Game Variables* contains the variables *question number, score* and *amount of questions* and can be initialized.

<table>
<tr><td>

**ToDo - 2:**
Change the variable *amount of questions*
      1. Open the object *Initial Game Variables* and go to scripts



      2. Change the variable *amount of questions*, depending on the amount of questions you want to include in your own quiz.

</td></tr>
</table>
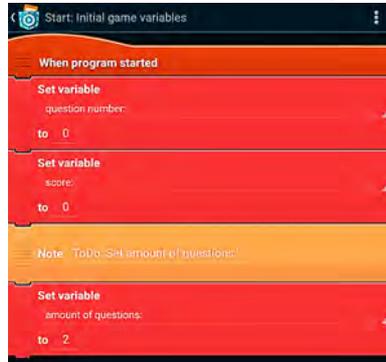
The group *Start* contains 3 objects (buttons):
- Object *Button Play game*: Starts the game – the game jumps to scene 2 *Example Question*
- Object *Button Instruction*: by tapping on this button you will get to the instruction screen
- Object *Button Back:* Press this button to go back to the title screen
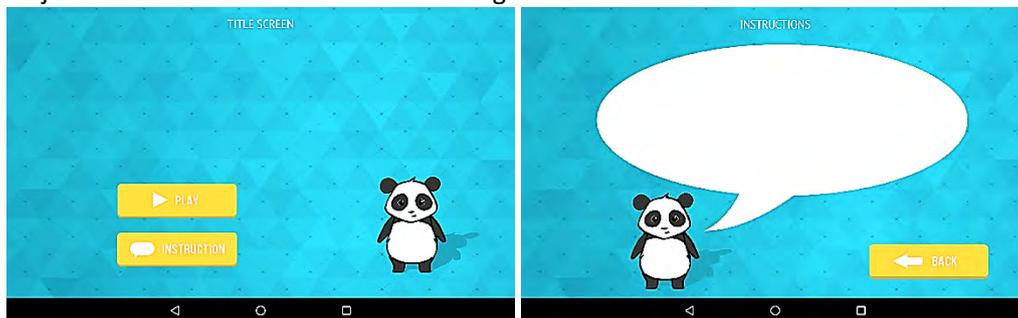


**Scene Example Question**

This scene presents the example question

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**ToDo - 3:**
Delete this scene if you want to include your own questions
      1. Scene overview
      2. Overflow menu: tap on the overflow menu, tap on delete and choose the scene you'd like to delete.

</td></tr>
</table>

This scene contains the following objects:
- Background
- Example question
- Group: Answers
  - Answer 1
  - Answer 2
  - Answer 3

- o Check answer
- Group: Game Elements
  - o Score HUD
  - o Button Speaker
  - o Button Next question
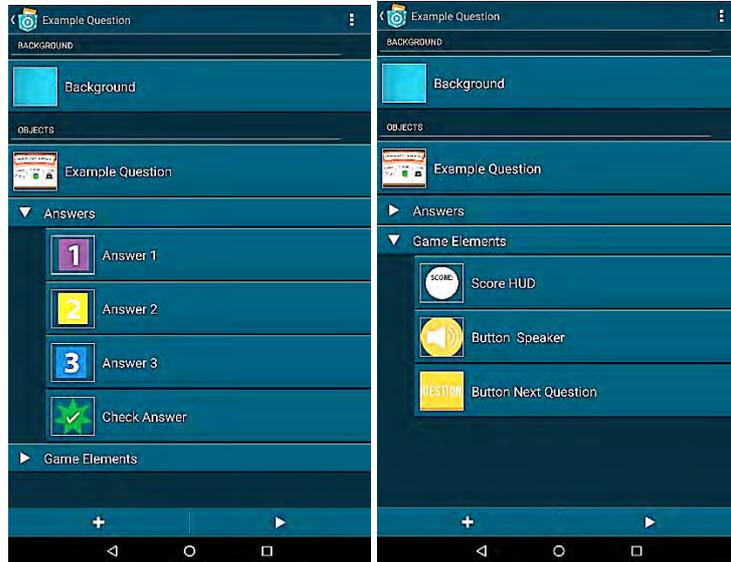


The object *Example Question* has two looks:
- *Example Question*
- *Example Answer*
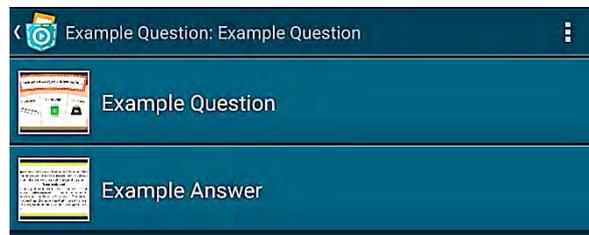


If the question is answered correctly the look *Example question* is shown. By tapping on the object *Next question* you will switch to the next question.
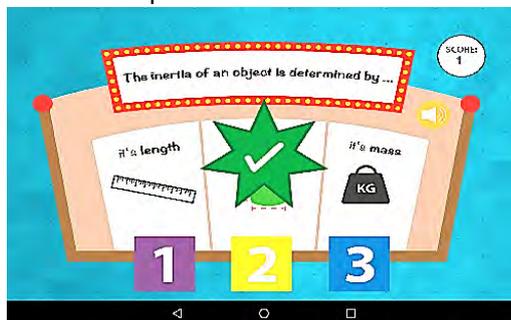


The objects *Answer 1, Answer 2* and *Answer 3* will check if the answer is correct or incorrect and will send a broadcast message accordingly. The object *Check Answer* will have a different look depending on the chosen answer option (looks: *Answer correct*, *Answer wrong*, sounds: *record correct, record wrong*). If the variable *display answer* is true the object *Example* switches its look to the look *Example question* and the variable *Score* will be increased by 1. Additionally *Next question* is shown.

Group: *Game Elements* contains the following questions:
- Object *Score HUD*: shows the variable *score*
- Object *Button Speaker:* Contains the recording *Question 1* which can be played by tapping the button
- Object *Button Next question*: Starts the next scene *Question template*

The variable *question number* will be increased with each question. If the variable *number of questions* equals the variable *question number* the *End* (last scene) will be shown.

**Scene Question template**

This scene contains the same objects as the scene *example question*.

| **ToDo - 4:** |
|---|
| Copy this scene before changing it in order to create more questions for your quiz.<br>    1.   Tap on the scenes overview on the overflow menu and click on copy<br>    2.   Use the check boxes to copy the scene *Question template*; e.g., if you want to have 4 questions in your quiz copy it four times. |

Edit the scene *Question template*

| **ToDo - 5:** |
|---|
| Add another question<br>    1.   Open the object *Question template* and go to its looks.<br>    2.   Edit the looks of *Question template* and *Answer template* by using Pocket Paint and include text by using the text tool:<br><br><br><br>Pocket Paint:<br><br> |
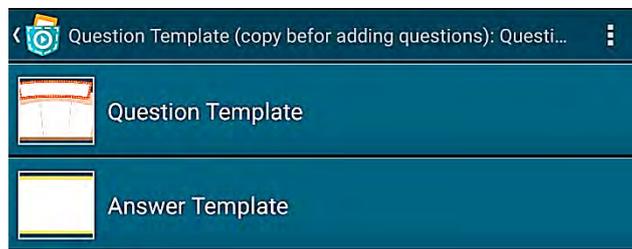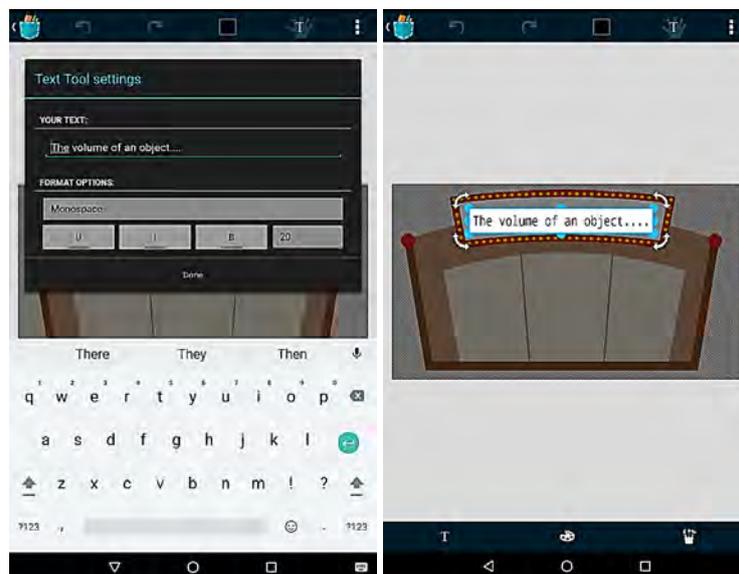
Tip: Tap again on the text to save it.

Additionally you can also include pictures:
1. Tools (bottom right) – Import image
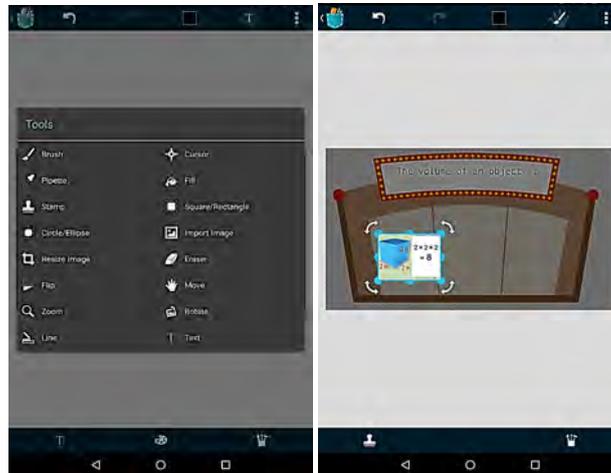


**ToDo- 6:**
Determine the correct answer for your first question.
1. Go to the scripts of the object *Question template* and set the variable *correct answer* depending on the correct answer to 1, 2 or 3



**ToDo-7:**
Same as **ToDo-2**: Set the variable *amount of questions* to the number of all your questions. If you have 5 questions in your quiz set the variable to 5.

**Scene End**

This scene contains the following objects:
- Background
- Button Play Again
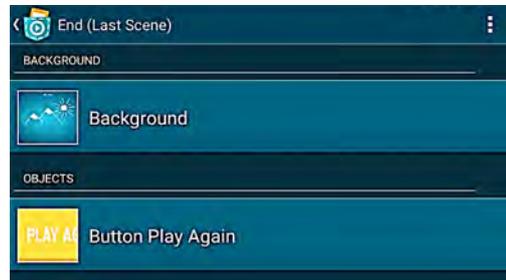


Object *Button Play again* starts again with the second scene which contains the first question.

Edit the scene *End Screen*

> **ToDo - 8:**
> Edit the End Screen
> 3. Open the object *Background* and go to its looks.
> 4. Edit the *look Background* by using Pocket Paint. You can include text by using the text tool:
>
> 
>
> Pocket Paint:
>
> 
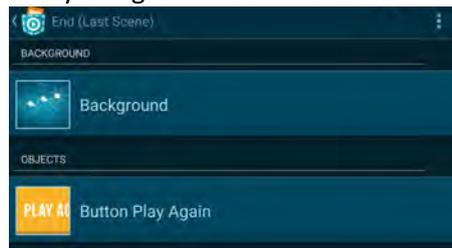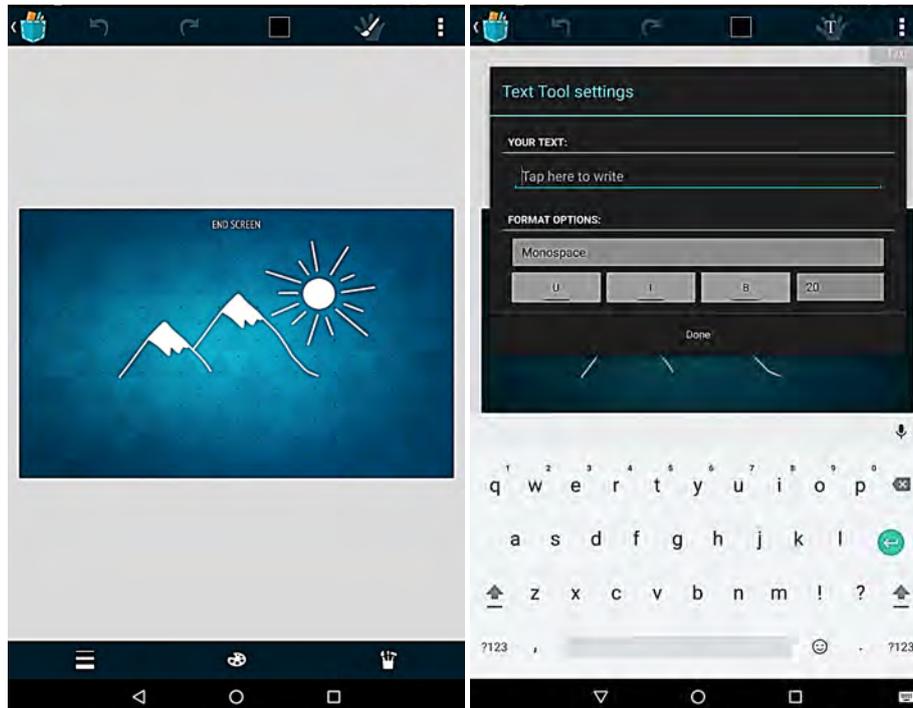
Additionally you can also include pictures:

2. Tools (bottom right) – Import image
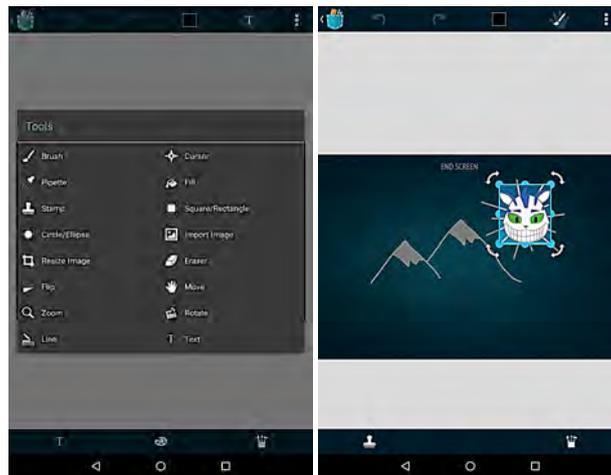
**Scene Start:**

1. Object *Background*
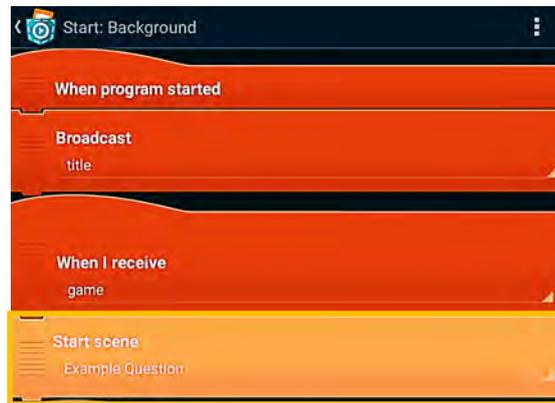


2. Choose the scene of your first question

**Scenes with your questions (Question template):**

1. Object *next question*

2. Choose the scene that contains your next question

**Scene End:**

1. Object *Button Play again*
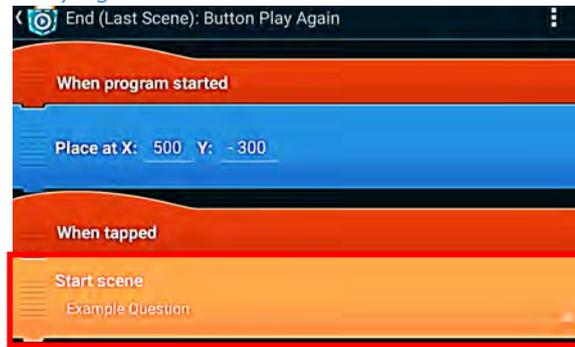


2. Choose the scene that contains your first question