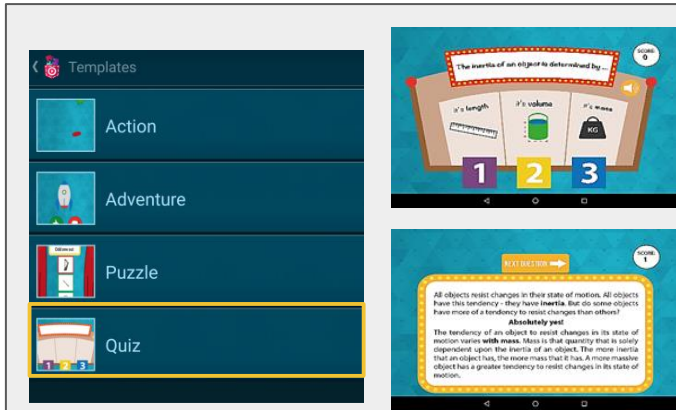


4) Game Template Guide: Quiz Game



We show you how to use the quiz template and add your own questions and answers.

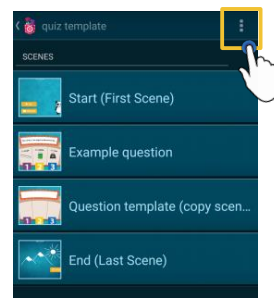
INSTRUCTION:

Within the menu choose "Template" and open a new Quiz game. Provide a name for the template and choose the orientation.

Working with the quiz template:

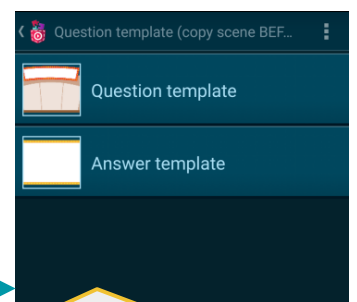
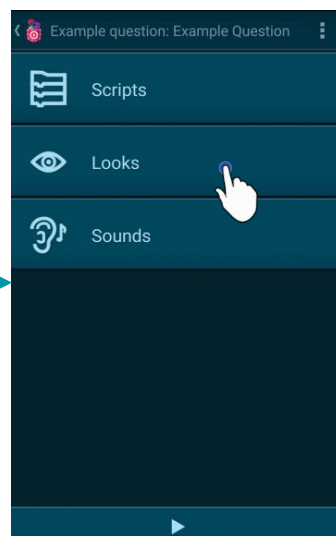
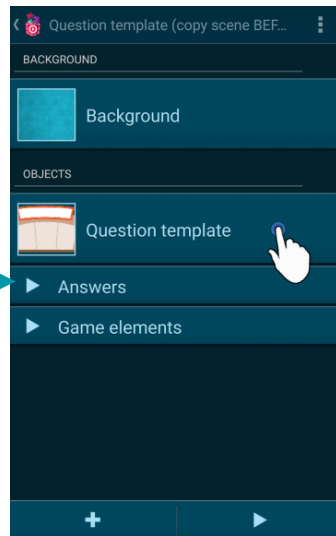
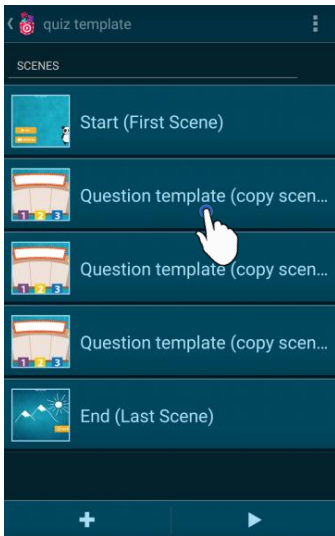
The quiz template contains four scenes. Try the game by tapping on the play button.

To include your own questions start by deleting the second scene (Example question). Now copy the scene Question template according to the number of questions.



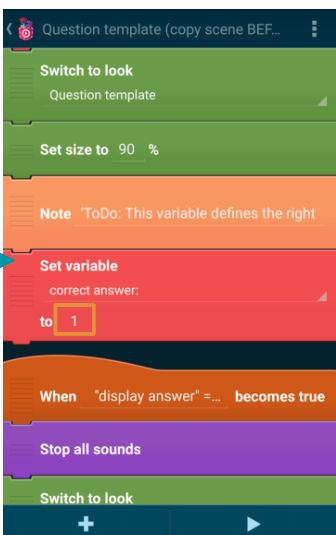
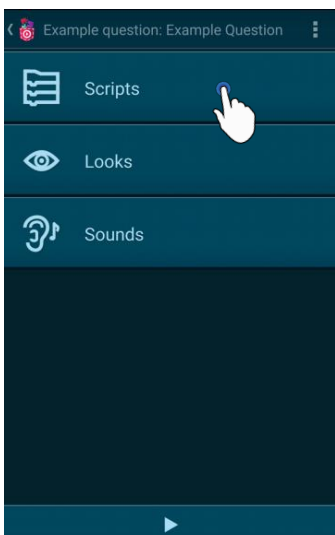
Tap on the overflow menu "Delete" or "Copy".

HINT



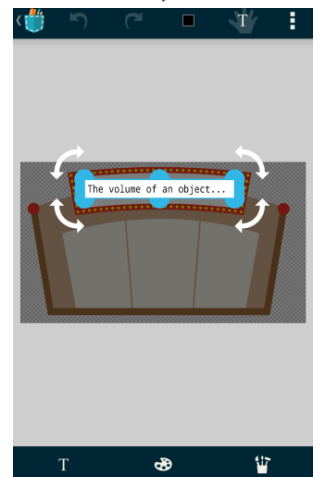
Edit the look *Question template* and *Answer template* by using Pocket Paint and include text by using the text tool.

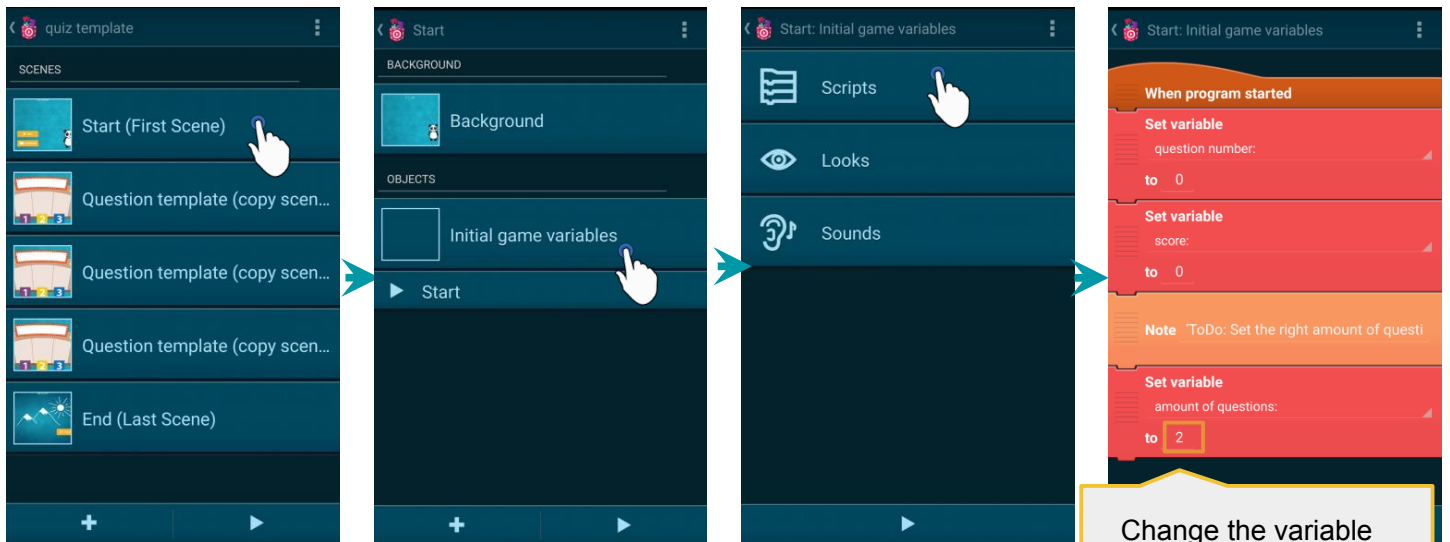
NOTE



Go to scripts and set the variable *correct answer* depending on the correct answer to 1, 2 or 3

NOTE

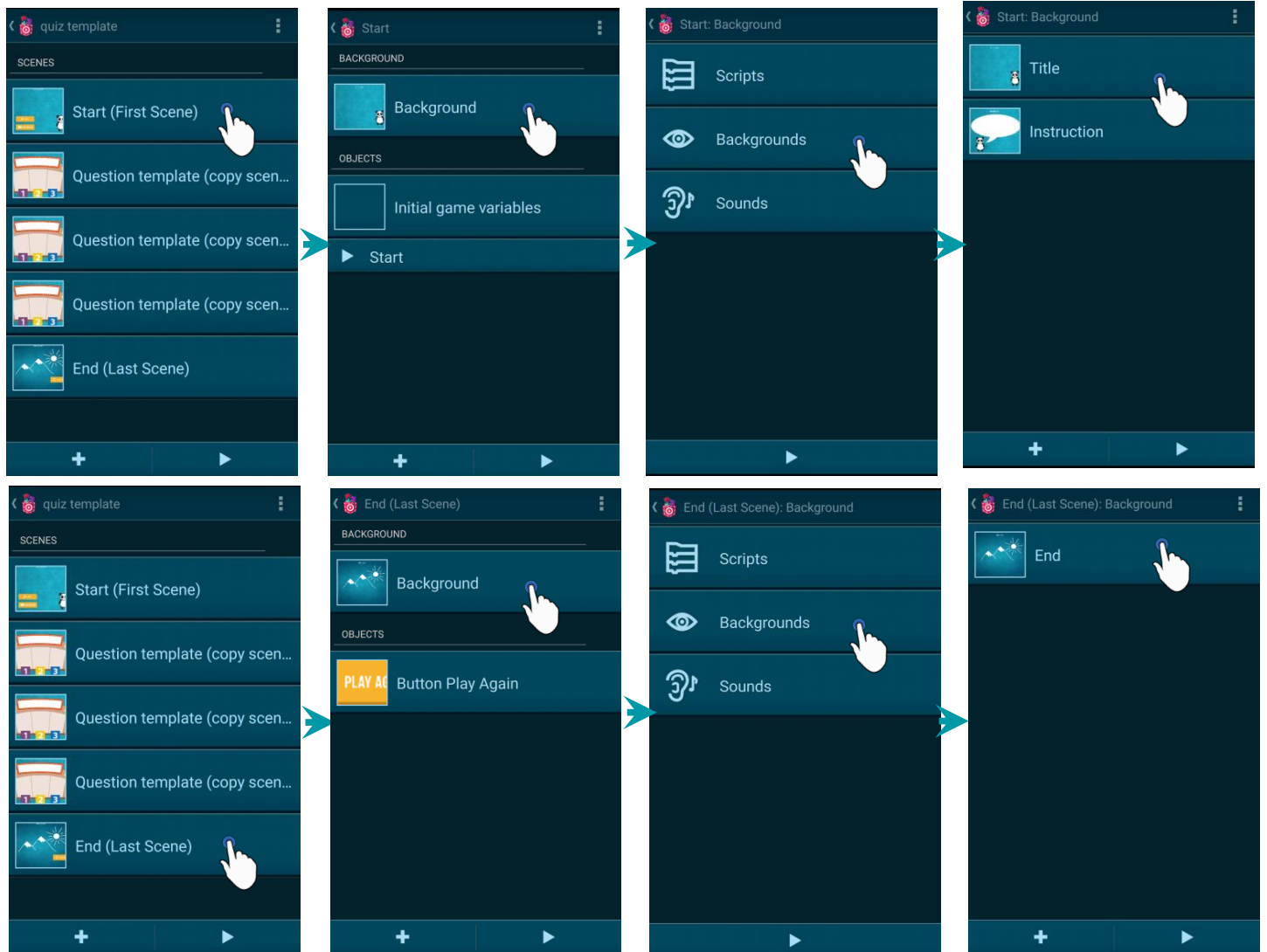




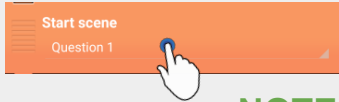
Change the variable *amount of questions* depending on the number of questions within your quiz. **NOTE**

Extra task:

You can change the title, instruction and end screen of your quiz in Pocket Paint.



If you change the name of your scenes you have to change it in the scripts as well. The brick "Start scene" is in the scene *Start* in object *Background*, scenes with your questions in object *Button Next Question* and in the scene *End* in the object *Button Play Again*.



NOTE