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CITA212

QuizMaster part 3

Using lists instead of arrays to store the questions allows the program to dynamically change the number of question objects as needed. Programs can be freely added and removed in the editor as the list is a serialized field. When the quiz pulls a question from the list, that question can be removed so when the next question is randomly pulled, it will not repeat.

Tracking player progress is a vital part of providing feedback. The scoring system allows players to gauge their own performance and strive to do better.

The progress bar enhances the play experience by giving an indication for how far along a player is in the quiz. It is important to give players a sense of how much further they need to go to reach the end.

What role does the GameManager play in managing the game flow?|The GameManager object is a vital feature when enabling, disabling, or otherwise working with multiple separate gameObjects. In this quiz it allows the program to enable one canvas at the same time it disables another.