

Max Valle
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W9 Lab: Quiz Master Part 3

Github: <https://github.com/Valle94/QuizMaster>

WebGL: <https://play.unity.com/en/games/7548a1ef-5854-441f-ba98-46fcff855ac1/quiz-master-webgl-quiz-version>

1. The most important attribute of lists compared to arrays for this game is that lists are mutable, meaning that their length can change, and items can dynamically be added and removed. For this game, it allows us to add as many questions as we want and create a method to remove a question from the list of options once it's already been asked.
2. In general, I don't think it's essential to track the player's score. I've designed my questions to be fun and interesting to answer, as well as hopefully a little educational with the explanations after each question. I think those features are enough to make a compelling quiz game. That being said, keeping score can enhance things by providing a metric for player progress. It can also create a more competitive game environment where players are able to compare scores.
3. The progress is useful because it provides feedback for progression through the quiz. Not only does it show how far you are in the quiz, it also lets you know that there even is a progression at all and you aren't stuck in an infinite loop of questions.
4. In this game, the game manager functions almost like an internal scene manager. Using it it's possible to artificially change screens by dynamically hiding and showing different canvases. For this quiz game it's perfect because all of the game elements are created on a UI canvas so we can have only one actual scene and still have multiple screens.

Note: When trying to publish my final version with just my questions, it seems to be overwriting the version that I published for the quiz. So this version has both sets of questions in case you haven't graded the quiz yet, but just so you know you may have to click through my questions to get to them.