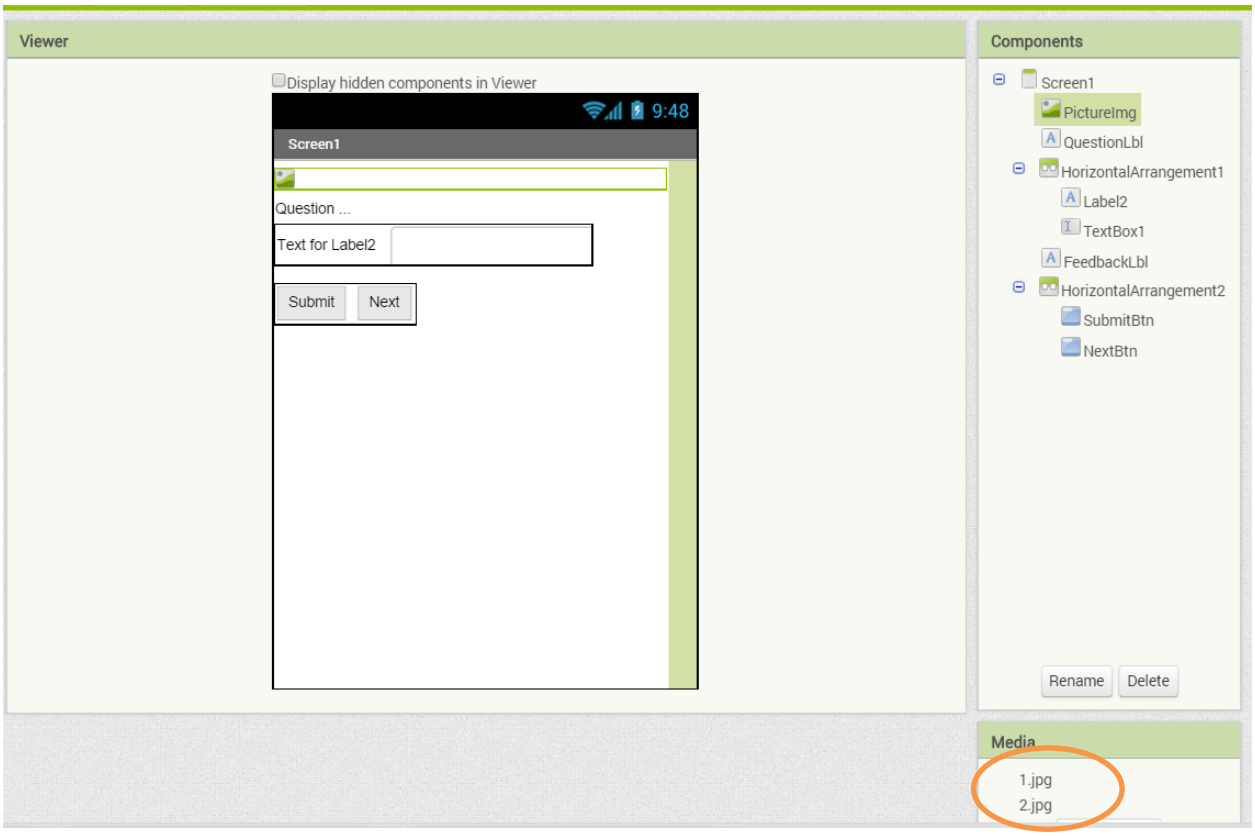
Quiz Game app

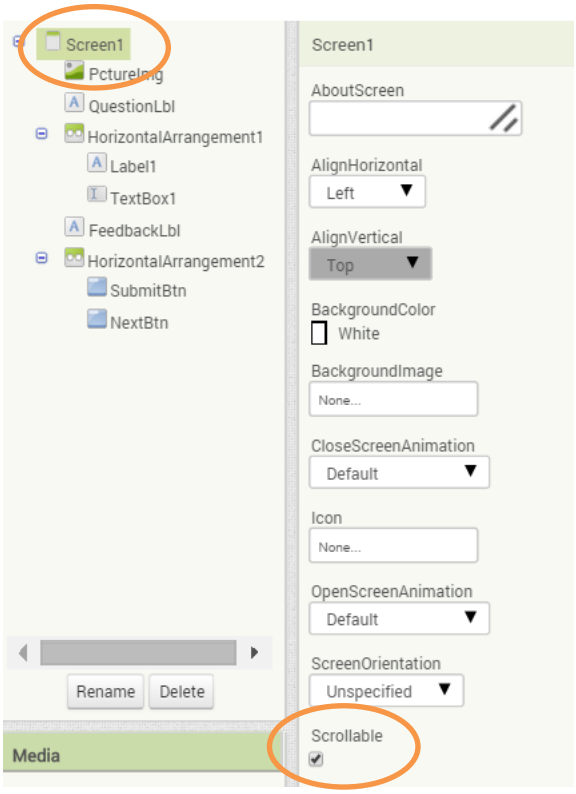
Create a new App inventor project – name it QuizGame

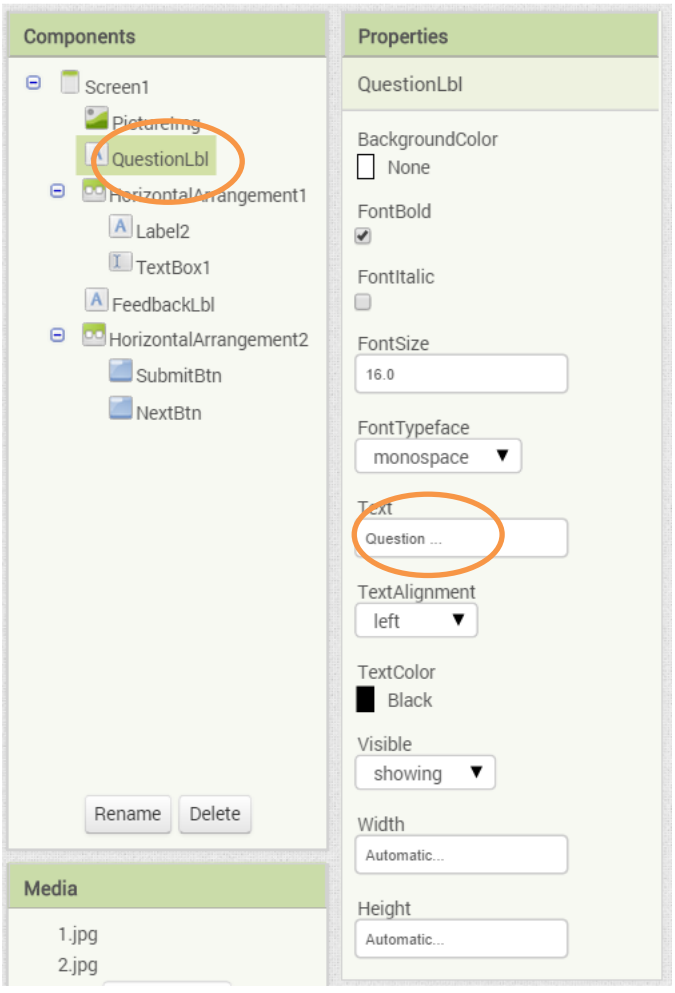
Set up the Components

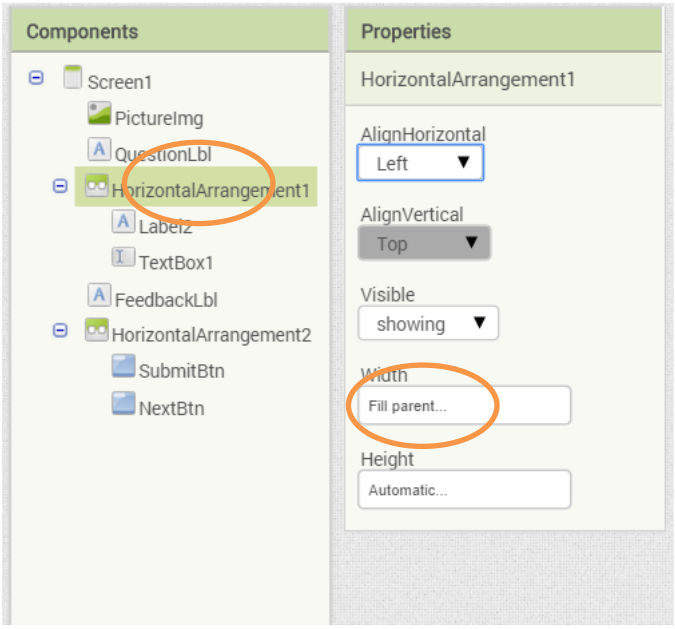
Use the component designer to create the interface for QuizGame. When you finish, it should look something like the snapshot below (more detailed instructions below the snapshot).



To create this interface, put the following components into the Designer by dragging them from the Component Palette into the Viewer. Apart from those components highlighted below use the default properties..


Screen1
PictureImg
QuestionLbl
HorizontalArrangement1
Label1
TextBox1
FeedbackLbl
HorizontalArrangement2
SubmitBtn
NextBtn
Rename
Delete
Media
Screen1
AboutScreen
AlignHorizontal
Left
AlignVertical
Top
BackgroundColor
White
BackgroundImage
None...
CloseScreenAnimation
Default
Icon
None...
OpenScreenAnimation
Default
ScreenOrientation
Unspecified
Scrollable


Components
Screen1
QuestionLbl
Label2
TextBox1
FeedbackLbl
HorizontalArrangement2
SubmitBtn
NextBtn
Rename
Delete
Media
1.jpg
2.jpg
Properties
QuestionLbl
BackgroundColor
None
FontBold
FontItalic
FontSize
16.0
FontTypeface
monospace
Text
Question ...
TextAlignment
left
TextColor
Black
Visible
showing
Width
Automatic...
Height
Automatic...


Components
Screen1
PictureImg
QuestionLbl
HorizontalArrangement1
Label2
TextBox1
FeedbackLbl
HorizontalArrangement2
SubmitBtn
NextBtn
Properties
HorizontalArrangement1
AlignHorizontal
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AlignVertical
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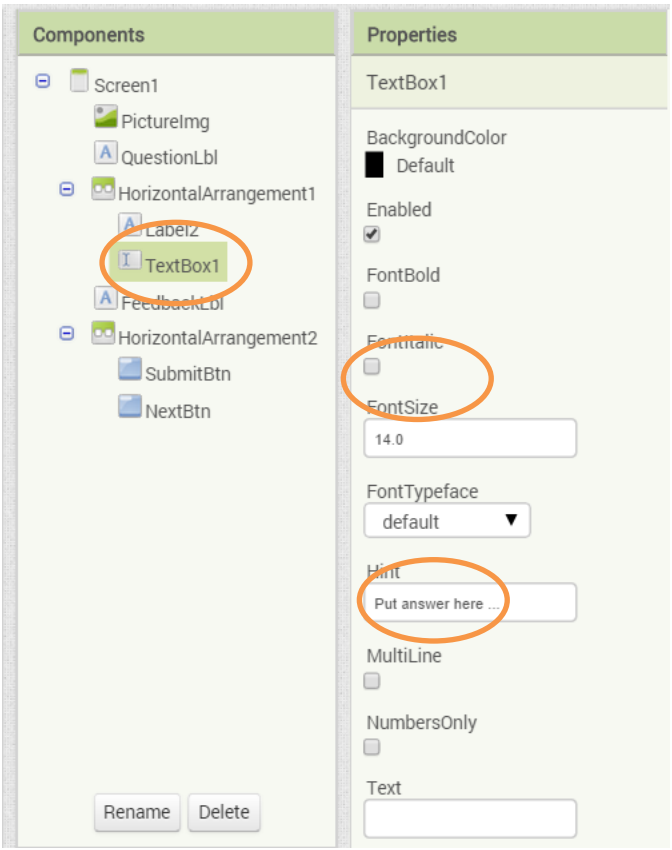
showing
Width
Fill parent...
Height
Automatic...


Components
Screen1
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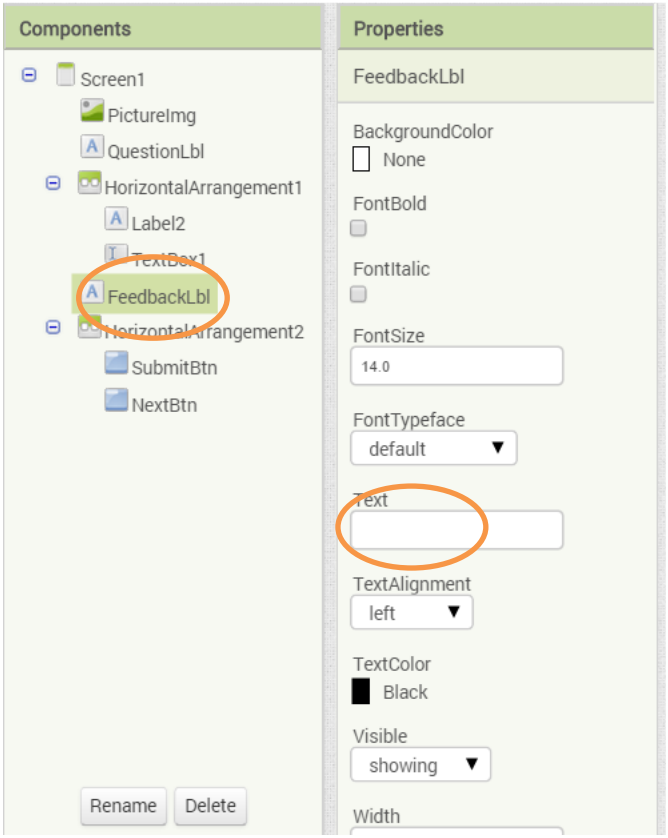
HorizontalArrangement1
Label2
TextBox1
FeedbackLbl
HorizontalArrangement2
SubmitBtn
NextBtn
Rename
Delete
Properties
TextBox1
BackgroundColor
Default
Enabled
FontBold
FontItalic
FontSize
14.0
FontTypeface
default
Hint
Put answer here ...
MultiLine
NumbersOnly
Text


Components
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HorizontalArrangement1
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TextBox1
FeedbackLbl
HorizontalArrangement2
SubmitBtn
NextBtn
Rename
Delete
Properties
FeedbackLbl
BackgroundColor
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FontBold
FontItalic
FontSize
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Text
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TextColor
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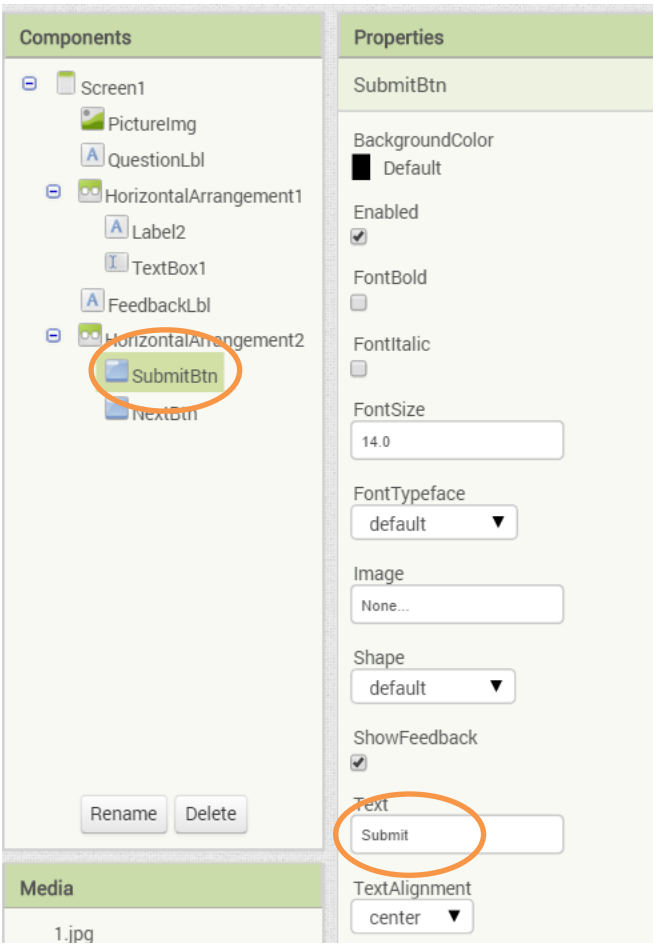
showing
Width


Components
Screen1
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HorizontalArrangement2
SubmitBtn
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Media
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Properties
SubmitBtn
BackgroundColor
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FontSize
14.0
FontTypeface
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Image
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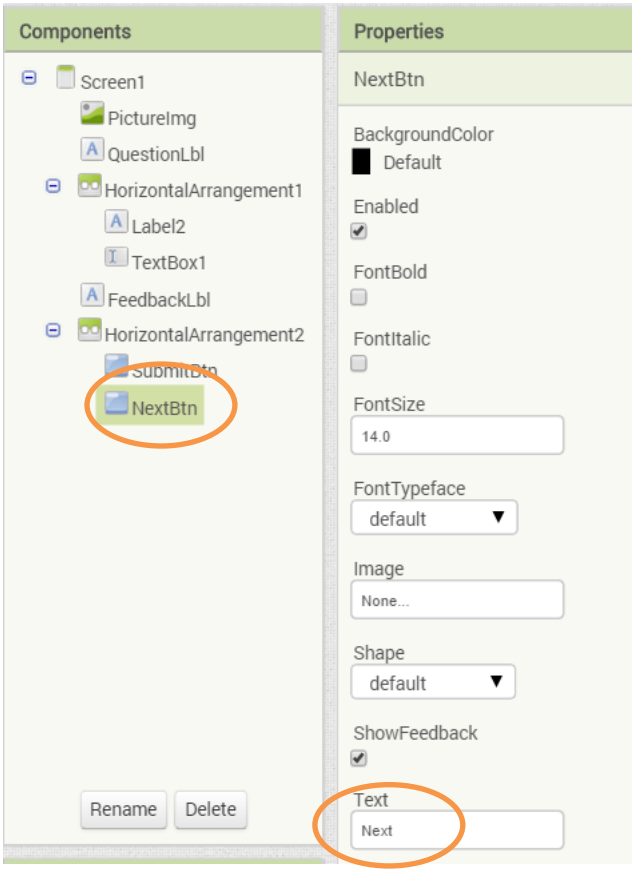
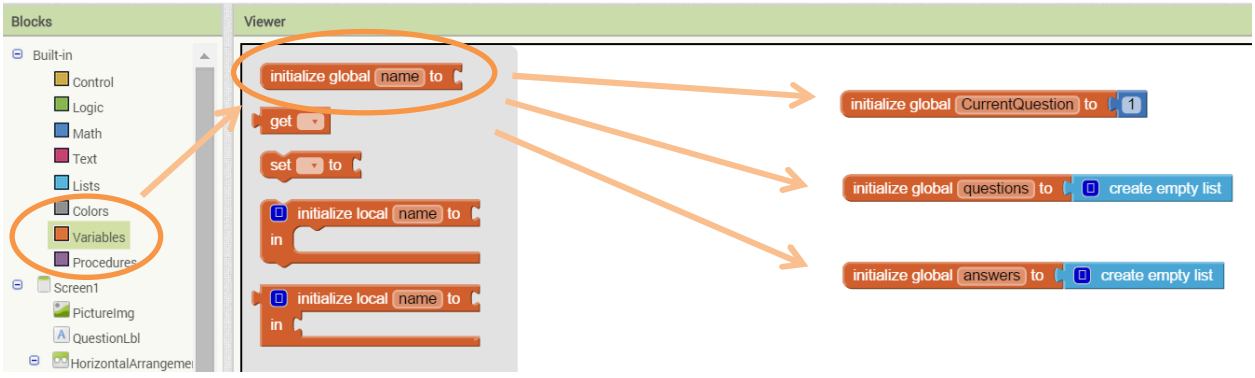
Shape
default
ShowFeedback
Text
Submit
TextAlignment
center



Now that you have all the essential properties configured, feel free to change the colours / text size and alignments of any components that you want to.

Creating variables

To store some values that the game names we are going to create a few variables.



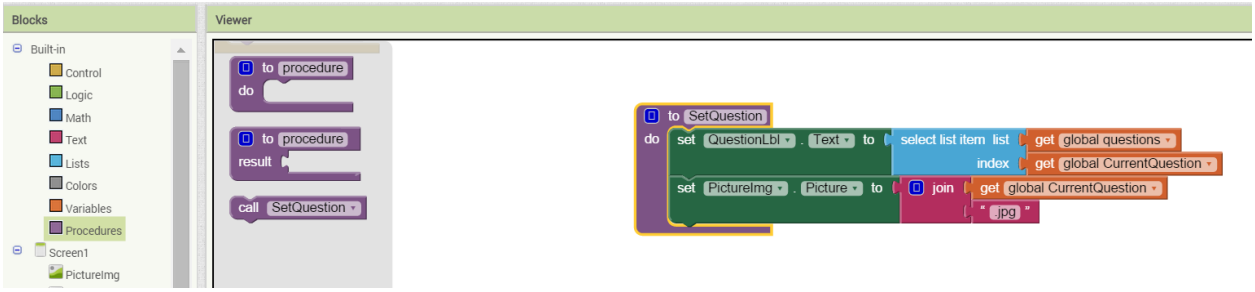
The **CurrentQuestion** is going to store the number of the current question during the game. It will be updated each time the user moves onto another question.

The **questions** variable is a list of questions – initially an empty list.

The **answers** variable is the list of answers – initially an empty list too.

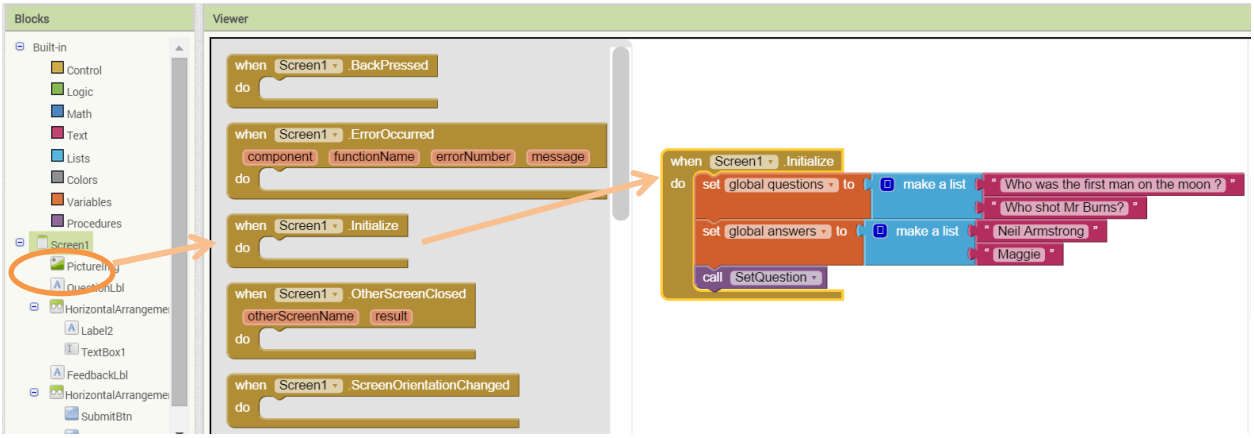
Setting the game up – creating a procedure

Each time we need to show a question on screen we need to display the question text and the associated image. We will need to do this many times so we can create a procedure. A procedure is a series of operations that we can group together and call each time rather that repeatedly rewrite the same code.



Setting the game up – adding questions and answers

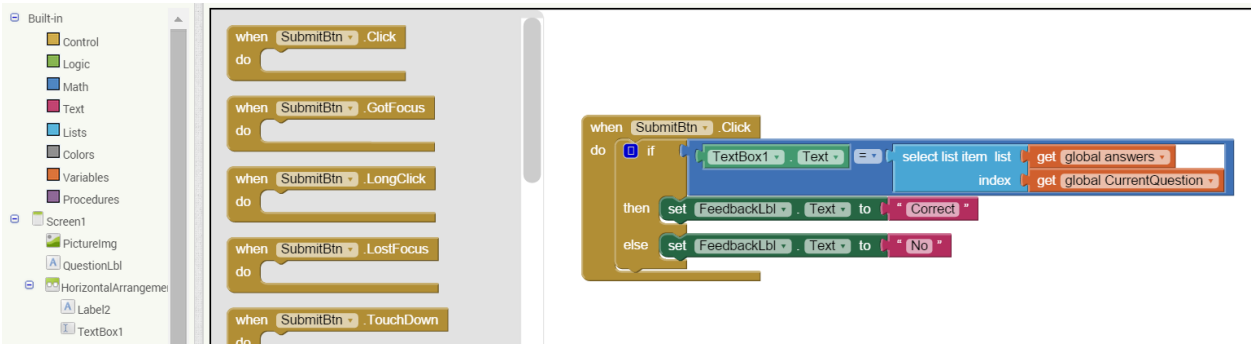
When the game first starts we need to set up the questions and answers and then show the first question and associated image one on screen.



Once you put these blocks together, connect your phone and test this feature out!

The submit button

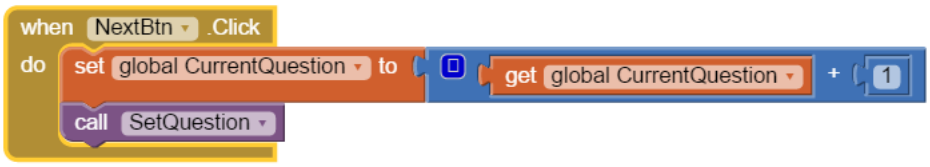
When clicked we need to check the answer in the TextBox (entered by the user) and compare it with the expected answer. To do this we'll use an IF ..ELSE statement. If TRUE we let the user know the answer was correct otherwise (FALSE) we let the user know the answer was incorrect.



Once you put these blocks together, connect your phone and test this feature out!

The next button

When the user options to move to the next question, we need to update the **CurrentQuestion** variable and set up the next question … we can use the **SetQuestion**procedure that bit.

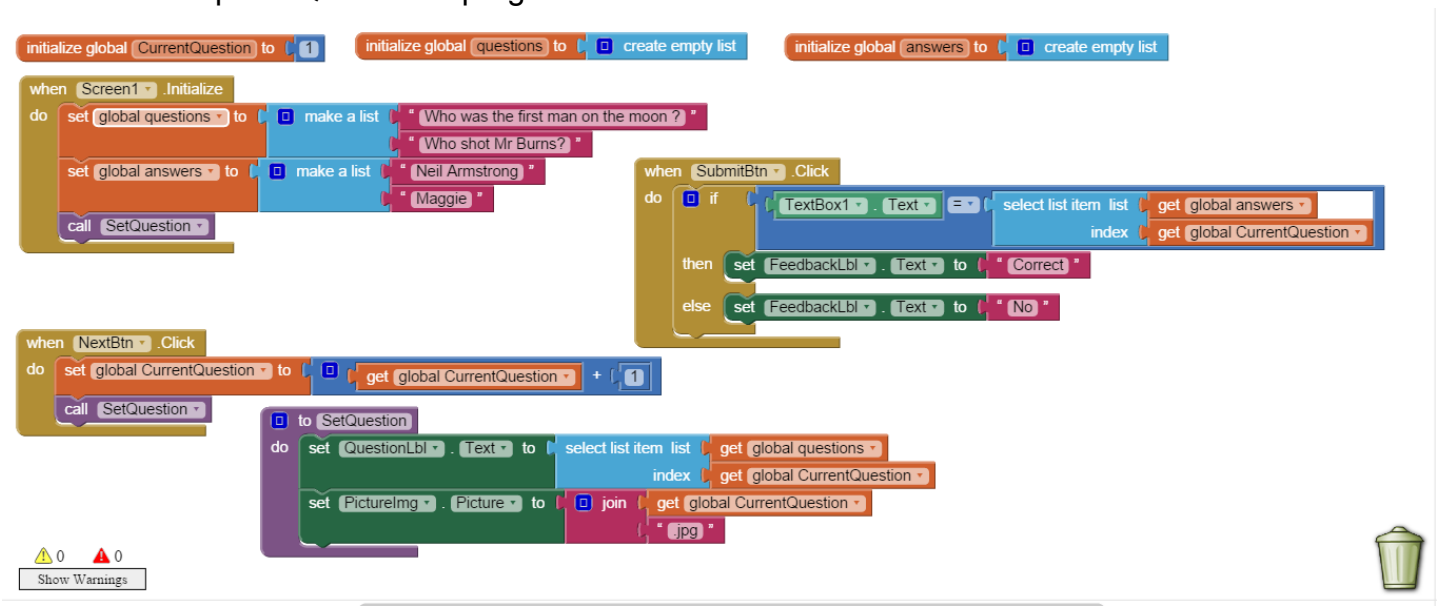


Once you put these blocks together, connect your phone and test this feature out!

Add an icon to the app.

Complete Program

Here's the complete **QuizGame** program.



Possible improvements

1. More questions
2. Add a sound when the user answers correctly and another sound if wrong!
3. Keep a score
4. Display the correct answer if the user get a question wrong
5. Have one of the questions a song track that plays and the user needs to identify the song.