The format of this quiz:

1) An object, which I refer to as the Instructor, will ask each question
2) Once the question is asked, a dialog box pops up, in which the user puts the answer
3) The correct answer is either a number, text (known as a String) or either yes or no
4) The user’s answer is then compared to the correct answer. It is possible to keep track of the score and allow the user to try again.
5) Once the question has been evaluated, the instructor will repeat these steps for the next questions.

Step One: Set Up

- When you build your own quiz world, setting up the objects and camera views is the first step.
- For the sake of this tutorial, a starter world has been provided with three of the objects already present.
- When you downloaded this tutorial, you should have downloaded the starting world, it is called quizMatchStart.a2w. If not, do so now
- Be careful to save it in a directory that you can find again.
Step One Continued

- Open Alice, and open the world quizMatchStart.a2w.
- In this world, the quiz-taker will be shown a slide with a word on it. They must click on the object that is spelled out on that slide.
- To finish set up, we will add the slides using Make Billboard.
- Click on File, Make Billboard.

In the dialog box, select word1.jpg, click Import. Make Billboard for word2.jpg and word3.jpg. Your Object tree should look like this now:

Then, position your images so that your world screen looks like the screenshot above.

Set up continued

- First, click on world in the object tree.
- Click on the Methods tab in the details area.
- Click create new method. Name it quiz1Method.
- Click on world.my first method. Drag quiz1Method into it.
- Click on world.quiz1Method

The quizMethodTemplate

- In the world methods tab, click edit beside quizMethodTemplate.
- All of the steps for creating your own quiz method are provided here. We've already completed Step 1.
- quiz1Method is where we will put all of the instructions for the quiz.
- Now, I will walk you through the rest of the steps. It is good practice to do Step 2, but it isn’t always necessary if your world isn’t complicated.
Step 2: Set Up Instructions

- Click on the quiz1Method tab
- Drag in camera, select set point of view
- Select Dummy objects, then originalPosition
- Set duration to 0.

- If you want to change the ground texture from grass, click on superGround in the object tree.
- Click on properties tab, drag skin texture into your method and select your ground texture

Step 2 cont.: Initialize the score

- Click on the world in the object tree. From properties, drag the Score variable into your quiz1Method. Set the value to 0.

- This step is only necessary if you have multiple quiz methods in your world (which all use the same score variable)
- Otherwise, by default the score is set to 0.

Step Three

- From the properties tab, open the list ObjectsToMatch.
- Add new item and put word1, word2 and word3 into this list.
- Click OK

Step Three Continued

- Open the list ObjectChoices. Put penguin, sheriff and pinkBallerina into this list
- Click OK
The Purpose of these lists

These lists are filled with these objects so that the quiz match methods and events won’t conflict with any other animations that you add to your world

- Click on world in the object tree. Then click on the methods tab

Step Four

- Drag setQuestionAnswer into quiz1Method

  - There are five parameters. Set currentQuestion to “Click on the object that is: el pinguino”
  - Set duration to 2

Continue filling parameters

- Set the third parameter, currentObject to word1
- Set currentCorrectAnswer to penguin
- Set the fifth parameter, tryAgain to false.

  - Play your world to see the first match question. Click on the penguin to make the match. Or click on the wrong answer to see what happens

Question Two

- Drag setQuestionAnswer into your quiz1Method
- Set the parameters
  - currentQuestion to “Click on the object that is: el vaquero”
  - duration to 2
  
  - currentObject to word2
  - currentCorrectAnswer to sheriff
  - Set tryAgain to false
**Question Three**

- Drag setQuestionAnswer into your method
- Set the parameters
  - `currentQuestion` to “Click on the object that is: la bailarina”
  - `duration` to 2

```plaintext
QuestionAnswer = Click on the object that is: la bailarina  duration = 2

currentObject = word3  currentCorrectAnswer = pinkBallerina  tryAgain = false
```

**Step Five: Score**

- At the end of the quiz, you may want one of your objects to tell the score.
- Click on quizMethodTemplate. Scroll to the bottom. Drag the instruction:

```
camera  say  You correctly answered:  joined with  world.score  as a string
```

- to the clipboard. Then click on quiz1Method and drag it from the clipboard to the end of your method.
- Play your world.

**How to construct the Score Say instruction**

- If copying from the clipboard does not work for you, follow these instructions instead.
- From the object tree, drag camera into quiz1Method. Select `say, hello`
- Click on World in the object tree, go to functions. Drag `a joined with b` on top of hello, select default string.
- Click on hello and type “You correctly answered: ”. Then, set duration to 2 seconds.

**Construct score say (cont.)**

- Drag the function `what as a string` on top of default string. From the drop down, select expressions, select the `score` variable.
- Click on hello and type “You correctly answered: ”. Then, set duration to 2 seconds.
- Play your world.
The Full method

Recap

- To use the match world template:
  1) Open the template world and set up your objects.
  2) Fill the objectChoices and objectsToMatch lists
  3) Create a quiz method and set the camera and ground texture
  4) Call setQuestionAnswer and fill in the parameters for each match you want to make
  5) If you did not allow the user to try again, you may want to tell the score.

The template world

- Now that you know how to use it, use `match1.a2w` as your template world whenever you want to create a matching quiz or game.
- You can use this world for a lot of different things. See the example match worlds for more ideas.
- Also, if you want to make matches without moving the objects around, use `match2.a2w` instead. See the example match worlds,