

# Three (Multiple Choice) Questions Flash Quiz

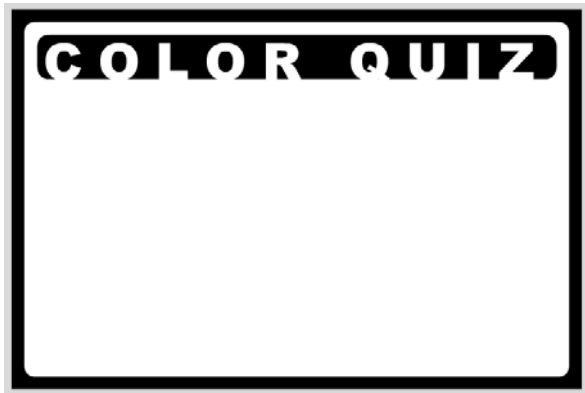
(more questions can be added)

## Basic Concept

This quiz has three different interfaces: the Title Page, the Question Page, and the Answer Page. The following aspects of ActionScript programming will be used:

- Variables
- Controlling the playhead of a movie with functions
- Button event handlers
- Simple conditionals
- Text field variables for on-screen display

Each question comes with three multiple-choice answers. Players select one answer by clicking a button that corresponds to their best guess. That choice is recorded in a variable and noted for scoring. When all the questions have been answered, the number of correct answers is tallied and the score is displayed on the Answer page.

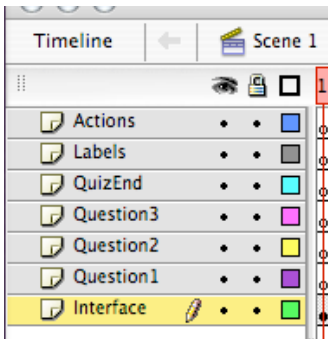


## Making the Overall Interface

Create a new Flash Movie that is 450 pixels wide by 300 pixels high. Set the background color to something pleasing. (I drew a white rectangle 430 pixels wide by 280 pixels high with no line stroke and rounded corners [10 corner radius].)

Name this layer: Interface. This will stay visible throughout the whole movie so make sure you leave room for the questions and answer choices.

Create a Title for your movie. To help organize content, use guides for the arrangement of elements and establish a consistency in appearance. (Guides are dragged from the ruler.) Give your movie quiz your look. Select frame 30 and add a frame (F5). Lock this layer.



## Build a Layer Structure (or Organizing the Timeline)

Create six more layers in this order with the following names:

- Actions
- Labels
- QuizEnd
- Question3
- Question2
- Question1

## Actions Layer

Put a keyframe and the action “stop();” on frames 1, 2, 10, 20, and 30.

## Labels Layer

Add keyframes and frame labels as per the following:

- Frame 1: init
- Frame 2: Q1
- Frame 10: Q2
- Frame 20: Q3
- Frame 30: quizEnd

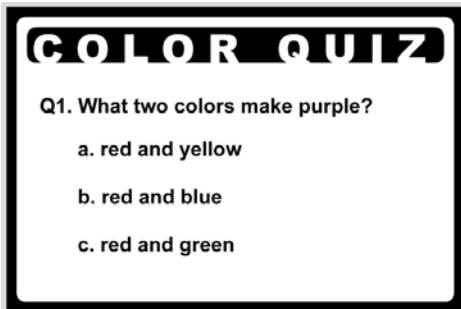
For more than three questions, just add that many more layers, keyframes, and labels. You will see more on this as you complete the three in this tutorial.

## Question1 Layer (and more)

Question1 will be used as a template for Question2 and Question3. This layer will start in frame 2 because frame 1 will be the beginning of the quiz. Insert a keyframe (F6) on frame 2. Now return to frame 1.

Start Button: In frame 1 of Question1 layer create a start button. Add this script to the button:

```
on (release) {
    gotoAndPlay ("Q1");
}
```

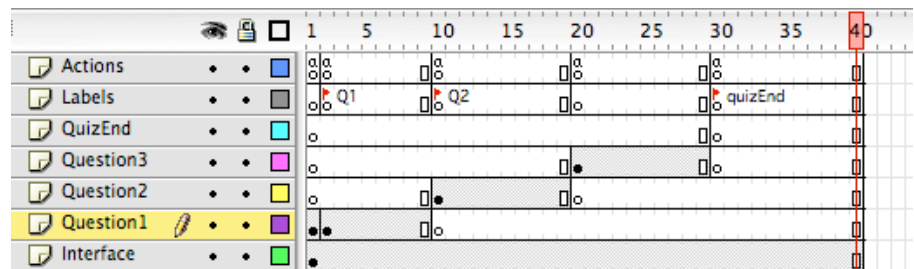


Go to frame 2 of the Question1 layer. Create Question 1 layout with the question and answer choices. This will also be used for Question 2 and Question 3 layers. [It also helps for more than three questions!]

After you create the Question 1 layer, select the keyframe. Right click and Copy Frames.

Insert a keyframe on Question2 layer at frame 10. Right click and Paste Frames. Insert a keyframe on Question3 layer at frame 20. Right click and Paste Frames. Insert a keyframe on QuizEnd at frame 30. Now add frames for all layers at frame 40.

After that, it is extremely important to add blank keyframes at frame 9 on Questions1 layer, frame 19 on Question2 layer, and frame 29 on Question3 layer – see graphic to the right.



Change the questions now on layers Question2 and Question3. Hint: write down which answer is the correct answer [choice 1, choice 2 or choice 3].

## Timeline Variables

In order for the quiz to work, the following ActionScript must be added to the actions layer in frame 1 before the stop that is already there:

```
var q1answer; //User's answer for question one
var q2answer; //User's answer for question two
var q3answer; //User's answer for question three
var totalCorrect = 0; //Counts number of correct answers
var displayTotal; //Text field for displaying user's score
```

## Creating the Answer Buttons

Since all the buttons are very similar, except for reference to exact button, you can create one and copy/paste the script, then make changes to the actionsript by what the question is.

For Question 1 Button 1, the action is:

```
on (release) {  
    q1answer = 1;  
    gotoAndStop("Q2");  
}
```

For Question 1 Button 2, the action is:

```
on (release) {  
    q1answer = 2;  
    gotoAndStop("Q2");  
}
```

For Question 1 Button 3, the action is:

```
on (release) {  
    q1answer = 3;  
    gotoAndStop("Q2");  
}
```

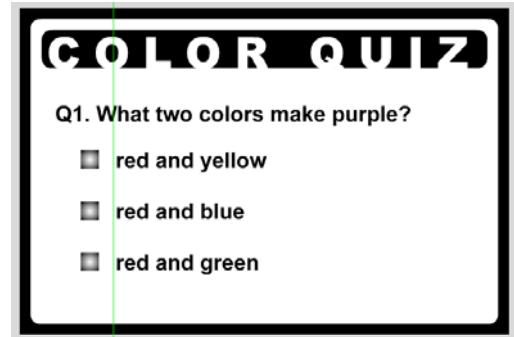
Repeat this in Question 2 changing "Q1answer" to "Q2answer" and "Q2" to "Q3". Repeat this in Question 3 changing "Q2answer" to "Q3answer" and "Q3" to "quizEnd".

## Building QuizEnd

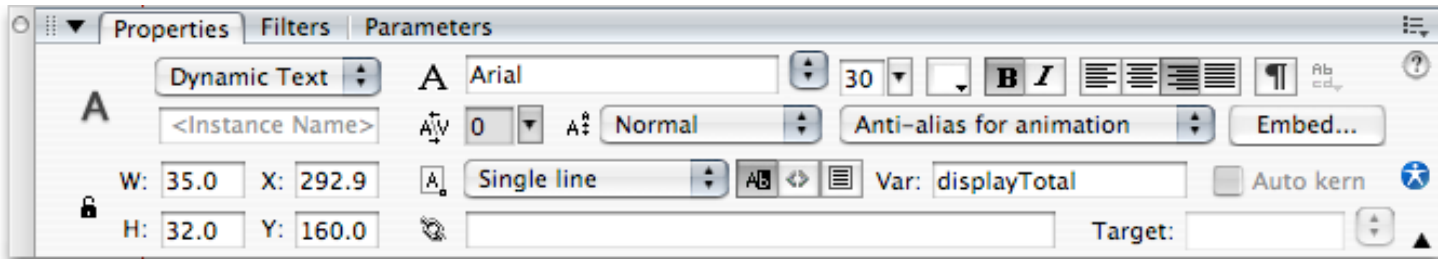
When one does the quiz, a single choice from each questions will finally advance you to the quiz's end. In the Action layer at frame labeled "quizEnd", type this script above the stop that is already there:

```
if (q1answer == 2) {  
    totalCorrect = totalCorrect+1;  
}  
if (q2answer == 1) {  
    totalCorrect = totalCorrect+1;  
}  
if (q3answer == 3) {  
    totalCorrect = totalCorrect+1;  
}  
displaytotal = totalCorrect;
```

The differences will be in which choice the correct answer is. "q1answer ==" whatever the correct answer is. The sample created had the second button correct in q1, first button correct in q2, and third button correct in q3.



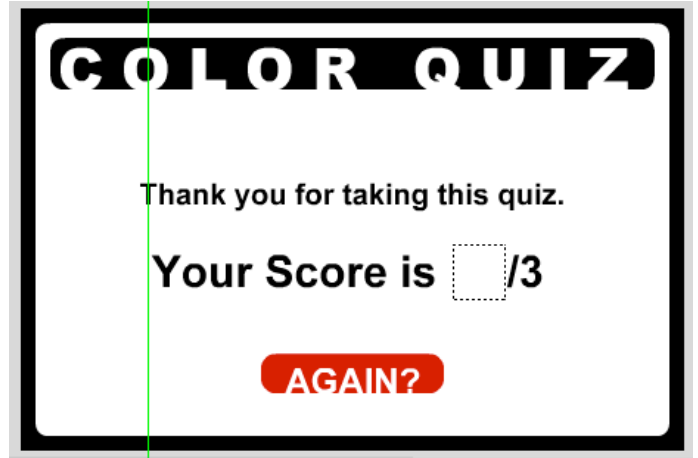
Select the keyframe (frame 30 on this sample) of quizEnd Layer. Put in the text “Thank you for taking this quiz.” or anything you want as your ending statement. Then on the next line put in the text “Your Score is: /3.” – leaving space between “is:” and “/3.” In that space, draw a Dynamic Text box with the variable “displayTotal” in the var box. (See illustration below.)



Now duplicate your Start button, naming it Again. Put it on the stage, double click and edit the words to say Again? Return to the Scene and add this actionscript to the button:

```
on (release) {  
    gotoAndStop("init");  
}
```

Test.  
Publish.  
Post!



Remember: just add frames, keyframes and more actions when you add more questions!