LOQUIZ

Quiz	Clue game	Rogain	Scavenger	Match

Question

Text	Question text is shown when question is open in all game types.
Type	All answer types are supported in all game types. You can mix question types in all the games.
Answer	Answers are shown when question is open. Supported across the board.
Survey	All answers given are considered correct. You can use survey questions in all the game types but only with multiple choice, multiple answer, text and number question types.
Tags	Question tags are not shown to players, they are only for filtering purpose. Searching tags when creating games works the same throughout the game types.
Points	Each correct answer gives set amount of points. In game settings it can be chosen if incorrect answer gives 0 points or same amount of negative points.

Location

Location	Quiz	Clue game	Rogain	Scavenger	Match
	All questions open automatically in sequence. If question has location set, then location info is ignored (question will open just like without location).	Question with location activates only at specific location. Map is not shown so Intro should be used as „where to go" hint.	Questions only open at specific location shown on map. If question is general (not location-specific), then location is assigned in a game.	Questions only open at specific location when shown on a map. Hidden questions are not opened. If question does not have location then location is assigned in a game.	Questions only open at specific location shown on map. If question is general (not location-specific), then location is assigned in a game.

Comments and clues

Short intro	Shown in front at the time when question is open	Short intro is a word (up to 25 letters) which is shown on location pins. Short intro is visible on the pin if the option "Display question intro on pin" is ticked in specific game's "Configure" page.
Intro	Shown in front of the	Shown instead of	Shown when clicking on map pin together with distance to the

		question text when question is open.	question text in question list and in front of question when question is open.	location and in front of question when question is open.		
	Hint	Button to open hint is shown when question is open. Button is only shown when hint is present for the question. Usage of hints is counted and can be limited in game settings.				
	After answering correctly	Shown after the answer. Can be different for correct and incorrect answer. Display can be set in game settings (just tick "Show after-answer comment if available").				

Media

Image	If set button to access image is shown when question is open. Image is displayed inside the app.
Video	If set button to access Youtube video is shown when question is open. Video is displayed inside the app.
Webpage	If set button to access web page within application browser is shown when question is open. Web Page is displayed inside the app.

Additional settings

Time limit	Time limit determines how much time time players have to answer that question from the moment it opens. If player fails to answer within the time limit, answer is considered incorrect.
Language	This is a language filter for filtering questions when creating games, it works the same for all game types. There is no language option for the user.
Pin icon	Here you can change the colour and icon of the pin. You can set a special team task, photo, drinks and entering the building icons as a pin. It is possible to create hidden locations – just choose "no icon" and "transparent" area colour.
Area colour	Here you can set the colour for the pin radius. It will also set question background colour when question is open. In clue game it will set the question background in question list.

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For instructor

| Notes | Instructor notes are only shown on results screen. They are never visible to players. This is to give additional insight into specific question for the instructor (explanations etc.) |