**/// GameManager Code ///**

using System.Collections;

using UnityEngine;

using System.Collections.Generic;

using System.Linq;

using UnityEngine.UI;

using UnityEngine.SceneManagement;

public class GameManager : MonoBehaviour

{

public Question[] questions;

private static List<Question> unansweredQuestions;

private Question currentQuestion;

[SerializeField]

private Text factText;

[SerializeField]

private Text trueAnswerText;

[SerializeField]

private Text falseAnswerText;

[SerializeField]

private Animator animator;

[SerializeField]

private float timeBetweenQuestions = 1f;

public int totalCorrect = 0;

void Start()

{

if (unansweredQuestions == null || unansweredQuestions.Count == 0)

{

unansweredQuestions = questions.ToList<Question>();

}

SetCurrentQuestion();

}

void SetCurrentQuestion ()

{

int randomQuestionIndex = Random.Range(0, unansweredQuestions.Count);

currentQuestion = unansweredQuestions[randomQuestionIndex];

factText.text = currentQuestion.fact;

if (currentQuestion.isTrue)

{

trueAnswerText.text = "CORRECT!";

falseAnswerText.text = "INCORRECT";

} else

{

trueAnswerText.text = "INCORRECT";

falseAnswerText.text = "CORRECT!";

}

}

IEnumerator TransitionToNextQuestion()

{

unansweredQuestions.Remove(currentQuestion);

yield return new WaitForSeconds(timeBetweenQuestions);

SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex);

}

public void UserSelectTrue ()

{

animator.SetTrigger("True");

if (currentQuestion.isTrue)

{

Debug.Log("CORRECT!");

} else

{

Debug.Log("WRONG!");

}

StartCoroutine(TransitionToNextQuestion());

}

public void UserSelectFalse()

{

animator.SetTrigger("False");

if (!currentQuestion.isTrue)

{

Debug.Log("CORRECT!");

}

else

{

Debug.Log("WRONG!");

}

StartCoroutine(TransitionToNextQuestion());

}

}

**///Question Code///**

[System.Serializable]

public class Question

{

public string fact;

public bool isTrue;

}