**/// 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;

}