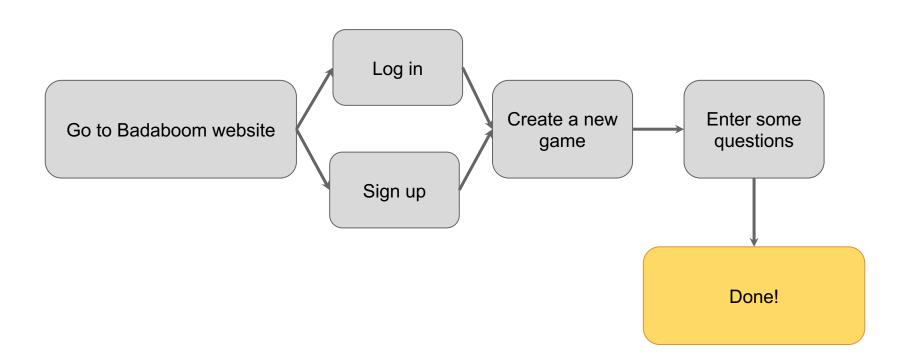
Badaboom Tutorial

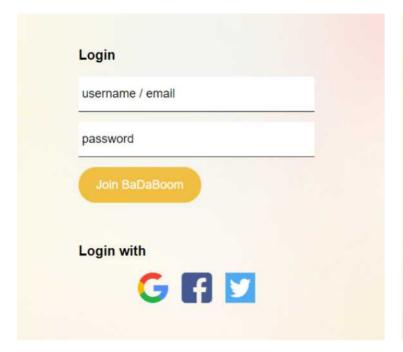
How to create your own game!

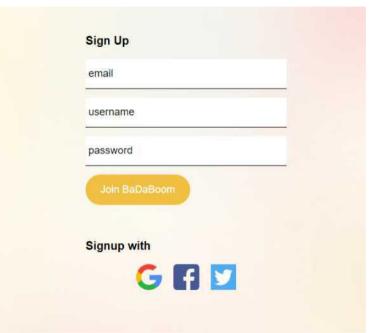
In General



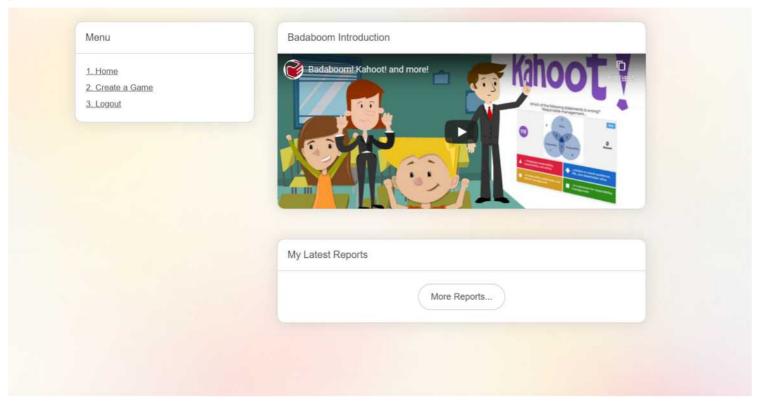


Go to the Badaboom! website: https://badaboom.hk/

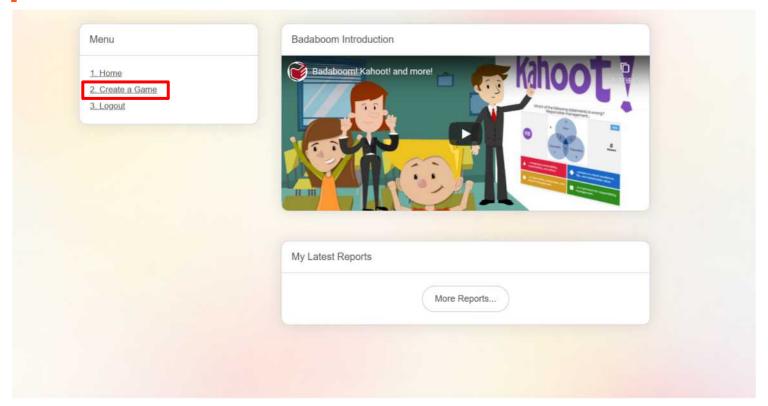




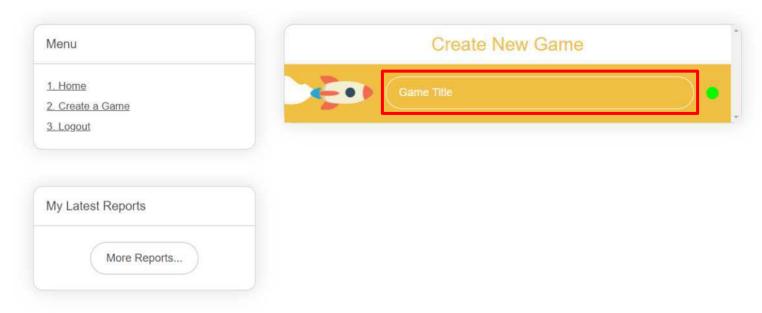
Login if you have an account; if not, please sign up for one. There are four ways you can login/sign up: a Google account, a Facebook account, a Twitter account and through personal email.



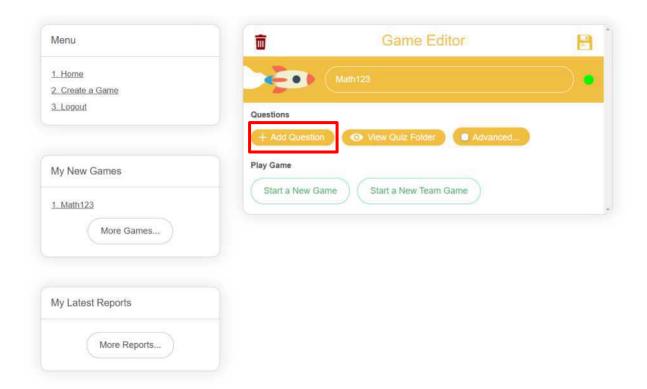
You will be taken to your dashboard when you login.



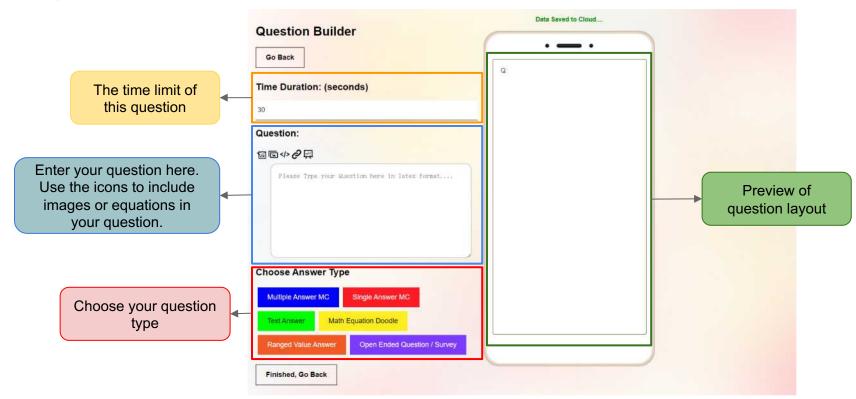
On the menu, click on "Create a Game".



Enter a title for your new game. Afterwards, click on the "Let's create a game" button below it.

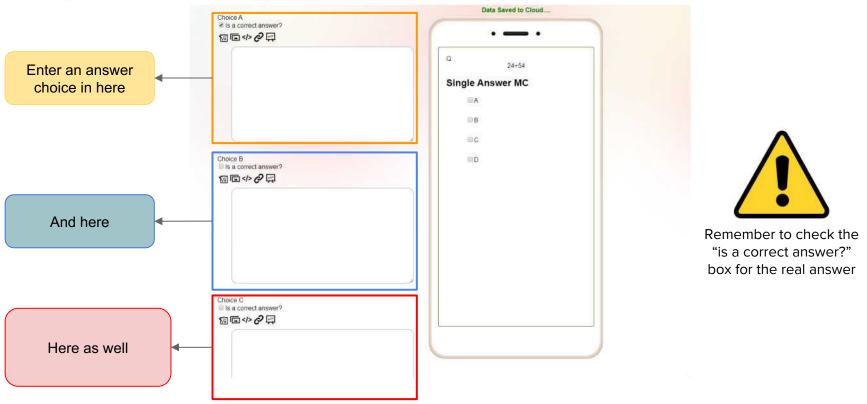


Click on the "Add Question" button to add a question for this game



Enter your question and choose question type

Step8a - Multiple choice questions



For a multiple choice question sample, enter an answer in each choice.

Depending on whether its a single or multiple answer question, mark one or many choices as the correct answer.

Step8b - Unrestricted answer questions

Correct Answer:

$$y = x^2 - 1$$



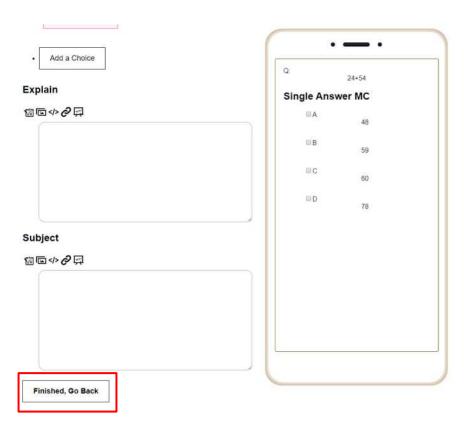
For "Math Equation Doodle", enter a Latex equation that players will need to input (through hand recognition).

Mul	tiple Correct Text Answer:
You	can use new line to define more than one correct answe
	t energy mal energy
Poss	sible Answer
	heat energy thermal energy

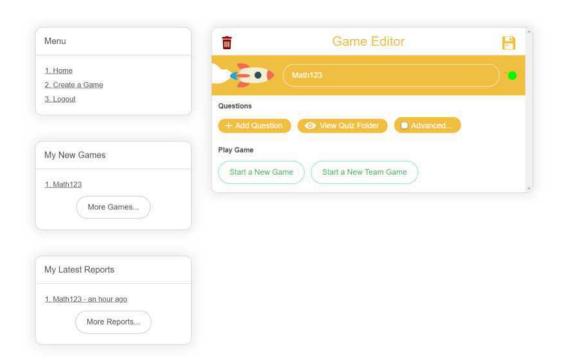
For "Text Answer", input multiple correct answers that players will need to type in.

Ranged Value Answe	r ×
Max	
42.7	
Min	
42.3	
Correct Value	
42.5	

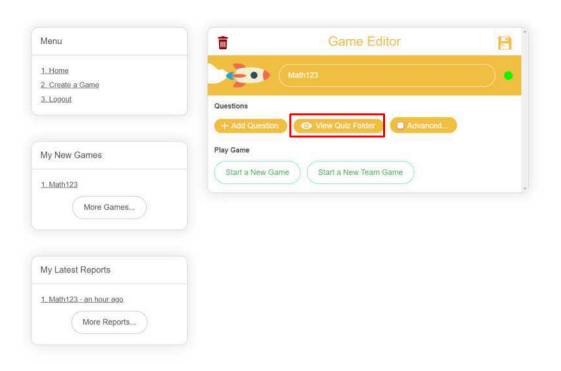
For "Ranged Value Answer", allow a margin or error by choosing a number range of valid answers.



Click on "Finished, Go Back" button when you are done



Congratulations! You added your first question! Your game is ready to play, or repeat the process to add more questions!





You can also view, edit, add and reorder questions by accessing the Question Folder through the button "View Quiz Folder".

Learn more about Badaboom!

How to Start a Game

How to use Existing Question Bank

Thank You