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Thread: [Trivia Game in Console Application](#)

Amuse - March 22, 2015, 4:20 pm

I made something very similar to this in Batch back in 2012. I've been working with console applications recently and I decided to see if I could remake it in VB. So here it is, I only did level one. The original I made in batch had 10 levels.

*Note: It's missing some try statements, meaning if an invalid character is entered the program might crash.

Anyways, someone might find some use out of this. Have fun.

Code Module Module1

```
Sub Main()  
    Game()  
End Sub  
Sub Game()  
    'Sets Title  
    Console.Title = "Trivia Master"  
  
    'Variables Start  
    Dim number As Integer = Nothing  
    'Variables End  
  
    'Clears any text in the console  
    Console.Clear()  
  
    'Main Menu  
    Console.WriteLine("Welcome to the home page!")  
    Console.WriteLine()  
    Console.WriteLine("1) Start Trivia Game")  
    Console.WriteLine("2) Info")  
    Console.WriteLine("3) Level List")  
    Console.WriteLine("4) Exit")  
    Try  
        number = Console.ReadLine  
    Catch ex As Exception  
        Main()  
    End Try  
    'Calls selected stub  
    If number = "1" Then  
        Trivia()  
    ElseIf number = "2" Then  
        Info()  
    ElseIf number = "3" Then  
        LevelList()
```

```

ElseIf number = "4" Then
    End
Else
    Console.Clear()
    Main()
End If
Console.ReadLine()
End Sub
'START OF TRIVIA
Sub Trivia()

    Console.Clear()
    Console.WriteLine("Hello! I'm Trivia Bot, I'll be your Game host today!")
    Console.WriteLine("Press enter to begin.")
    Try
        Console.ReadLine()
    Catch ex As Exception
        LevelOne()
    End Try
    LevelOne()
End Sub

Sub LevelOne()
    Dim answer As Char = Nothing

    Console.Clear()
    Console.WriteLine("Welcome to level 1! Your first question is as follows")
    Console.WriteLine("What is the fastest moving thing in the world?")
    Console.WriteLine()

    Console.WriteLine("A) Air Plane")
    Console.WriteLine("B) Light")
    Console.WriteLine("C) A Snail")
    Console.WriteLine("D) A car")
    answer = Console.ReadLine()

    If (answer = "a") Or (answer = "A") Then
        Console.Clear()
        Console.WriteLine("Wrong!")
        Console.WriteLine("Press enter to try again...")
        Console.ReadLine()
        Console.Clear()
        LevelOne()
    ElseIf (answer = "b") Or (answer = "B") Then
        Console.Clear()
        Console.WriteLine("Correct! The fastest moving thing in the world is Light.")
        Console.WriteLine("Press enter to continue to the next level")
        Console.ReadLine()
        LevelTwo()
    ElseIf (answer = "c") Or (answer = "C") Then
        Console.Clear()
        Console.WriteLine("Wrong!")

```

```

        Console.WriteLine("Press enter to try again...")
        Console.ReadLine()
        Console.Clear()
        LevelOne()
    ElseIf (answer = "d") Or (answer = "D") Then
        Console.Clear()
        Console.WriteLine("Wrong!")
        Console.WriteLine("Press enter to try again...")
        Console.ReadLine()
        Console.Clear()
        LevelOne()
    End If
End Sub

Sub Leveltwo()
    Console.Clear()
    Console.WriteLine("Welcome to level two. This is not coded yet.")
    Console.WriteLine("")
    Console.Write("Press enter to return to the main menu")
    Try

        Console.ReadLine()
    Catch ex As Exception
        Game()
    End Try
    Game()
End Sub
'END OF TRIVIA

```

```

Sub Info()
    Console.Clear()
    Console.WriteLine("A trivia game base in VB Console by Amuse")
    Console.WriteLine()
    Console.WriteLine("Press enter to return to the main menu")
    Console.ReadLine()
    Main()
End Sub

```

```

Sub LevelList()
    Dim answer As Integer = Nothing
    Console.Clear()
    Console.WriteLine("This is a list of all levels")
    Console.WriteLine("Type a levels number and press enter to jump to the selected level")
    Console.WriteLine()
    Console.WriteLine("1) Level 1")
    answer = Console.ReadLine
    If answer = "1" Then
        LevelOne()
    Else
        Console.Clear()
        Console.WriteLine("That is an invalid level")
        Console.WriteLine()
    End If
End Sub

```

```

        Console.WriteLine("Press enter to continue")
        Console.ReadLine()
        LevelList()
    End If
End Sub
End Module

```

nuk - March 22, 2015, 7:36 pm

Not too bad & I'm sure this will help some new coders out. Like you clearly stated; with some Try/Catch codes and a few touch-ups; this will def. be a good share to help others ;)

Amuse - March 23, 2015, 5:14 pm

(Mar 22, 2015 07:36 PM)nuk Wrote: [\[CITE\]](#) Not too bad & I'm sure this will help some new coders out. Like you clearly stated; with some Try/Catch codes and a few touch-ups; this will def. be a good share to help others ;)

Learned today about Select Case apposed to if statements. Much more efficient for what I want to do. c:

Updated the code, it should no longer crash at any point as well. c:
Code Module Module1

```

Sub Main()
    'Runs the Game Sub - I used this incase I wanted to restart the game becuse of an unexpect
char.
    Game()
End Sub
Sub Game()
    'Sets Title
    Console.Title = "Trivia Master"

    'Variables Start
    Dim number As Integer = Nothing
    'Variables End

    'Clears any text in the console
    Console.Clear()

    'Main Menu Text
    Console.WriteLine("Welcome to the home page!")
    Console.WriteLine()
    Console.WriteLine("1) Start Trivia Game")
    Console.WriteLine("2) Info")
    Console.WriteLine("3) Level List")
    Console.WriteLine("4) Exit")
    Try
        'Changes variable number from Nothing to users input
        number = Console.ReadLine
    Catch ex As Exception
        Console.Clear()
    End Try
    Main()
End Try
'Checks to see if the select number is 1, 2, 3, or 4. Then does the intended code.
Select Case number

```

```

Case "1"
    'Starts the trivia Game Sub
    Trivia()
Case "2"
    'Starts Info Sub
    Info()
Case "3"
    'Starts the LevelList Sub
    LevelList()
Case "4"
    'Quits the program
    End
Case Else
    'Incase anything besides 1,2,3, or 4 is entered the program restarts rather then crashing.
    Console.Clear()
    Main()
End Select
End Sub
'START OF TRIVIA
Sub Trivia()
    'Clears the mainmenu
    Console.Clear()
    'Writes some text for the user to read
    Console.WriteLine("Hello! I'm Trivia Bot, I'll be your Game host today!")
    Console.WriteLine("Press enter to begin.")
    Try
        'Does nothing intill the user press enter.
        Console.ReadLine()
    Catch ex As Exception
        'Incase the user enters an invalid char it will move onto levelone anyways
        LevelOne()
    End Try
    LevelOne()
End Sub

Sub LevelOne()
    'Stores the users answer as a string
    Dim answer As String = Nothing
    'clears trivias intro text
    Console.Clear()
    'writes some text on screan for the user to read
    Console.WriteLine("Welcome to level 1! Your first question is as follows")
    Console.WriteLine("What is the fastest moving thing in the world?")
    'Makes a one line space
    Console.WriteLine()
    'Writes the questions of the game
    Console.WriteLine("A) Air Plane")
    Console.WriteLine("B) Light")
    Console.WriteLine("C) A Snail")
    Console.WriteLine("D) A car")
    'saves the answer the user types in as a string
    answer = Console.ReadLine()
    'sets the case to lower if the user types in caps

```

Select Case answer.ToLower

'Takes the correct action depending on if the user answered a,b,c, or d.

Case "a"

```
    Console.Clear()
    Console.WriteLine("Wrong!")
    Console.WriteLine("Press enter to try again...")
    Console.ReadLine()
    Console.Clear()
    LevelOne()
```

Case "b"

```
    Console.Clear()
    Console.WriteLine("Correct! The fastest moving thing in the world is Light.")
    Console.WriteLine("Press enter to continue to the next level")
    Console.ReadLine()
    Leveltwo()
```

Case "c"

```
    Console.Clear()
    Console.WriteLine("Wrong!")
    Console.WriteLine("Press enter to try again...")
    Console.ReadLine()
    Console.Clear()
    LevelOne()
```

Case "d"

```
    Console.Clear()
    Console.WriteLine("Wrong!")
    Console.WriteLine("Press enter to try again...")
    Console.ReadLine()
    Console.Clear()
    LevelOne()
```

'If the user did not answer a,b,c, or d the program will restart levelone so it does not crash.

Case Else

```
    LevelOne()
```

End Select

End Sub

Sub Leveltwo()

'Same as level, just different questions, and it would call sub LevelThree

```
Console.Clear()
```

```
Console.WriteLine("Welcome to level two. This is not coded yet.")
```

```
Console.WriteLine("")
```

```
Console.WriteLine("Press enter to return to the main menu")
```

```
Try
```

```
Console.ReadLine()
```

```
Catch ex As Exception
```

```
Game()
```

```
End Try
```

```
Game()
```

End Sub

'END OF TRIVIA

Sub Info()

'Clears any text from Main Menu

```
Console.Clear()
'Writes some text for the user to read
Console.WriteLine("A trivia game base in VB Console by Amuse")
Console.WriteLine()
Console.WriteLine("Press enter to return to the main menu")
'Waits for the user to press enter before going back to Main() which leads to Game()
Console.ReadLine()
Main()
End Sub
```

```
Sub LevelList()
'Same idea as LevelOne, but it leads to the users desired level
Dim answer As Integer = Nothing
Console.Clear()
Console.WriteLine("This is a list of all levels")
Console.WriteLine("Type a levels number and press enter to jump to the selected level")
Console.WriteLine()
Console.WriteLine("1) Level 1")
Try
answer = Console.ReadLine
Catch ex As Exception
Console.Clear()
LevelList()
End Try
```

```
Select Case answer
Case "1"
    LevelOne()
Case Else
    Console.Clear()
    Console.WriteLine("That is an invalid level")
    Console.WriteLine()
    Console.WriteLine("Press enter to continue")
    Console.ReadLine()
    LevelList()
End Select
End Sub
End Module
```

nuk - March 23, 2015, 5:43 pm

Yeah it's working ;) I hear ya homie... once I learned about Case; my code looked so much cleaner
LoL