

Family Feud Game

This is a modifiable game you can play with your students. It is based on the “Family Feud” television show. Basically, the board will hold 1 to 10 answers and when you click a number the answer is revealed—it flips over just like on the Family Feud.



How to Start the Game

To start the game click on the **play_feud** file. The game should open up in Internet Explorer and be ready to go. This game can also be posted to a website and played online.

How to Play the “Feud” Music

To play the Feud music, click on the **Play** button at the bottom of the game. To stop the music click on **Stop**.



How to Change the Answers

The answers are kept in a special text file called “**feud.xml**.” This is an XML file and it is imported into the game. It must be kept in the same folder as the “**Feud**” game and you may not rename it. If you do the game will break. To change the answers, you will need to edit certain parts of it. It is important to only change the answer text or the numbers text---not the tags. Tags are the text enclosed by “<” and “>” symbols. Changing the tags will, again, break the game. It is not hard to edit this text.

1. Right click the “**feud.xml**” file and choose **edit**. This will open the file in **notepad**. It will look like this:

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<feud>
    <number>1</number>
    <answer>Put your text here</answer>
    <number>2</number>
    <answer>Put your text here</answer>
    <number>3</number>
```

and so on.

2. Edit the text between the **answer tags**. Be sure to leave the tags intact (i.e. <answer> </answer>).

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<feud>
    <number>1</number>
    <answer>Put your text here</answer>
    <number>2</number>
    <answer>Put your text here</answer>
    <number>3</number>
```

3. If you only have less than 10 answers answers, you can remove the numbers or “X” them out. To do this edit the text between the **number tags**. Be sure to leave the tags intact (i.e. <number> </number>).

```
<?xml version="1.0" encoding="utf-8" standalone="yes"?>
<feud>
    <number>1</number>
    <answer>Put your text here</answer>
    <number>2</number>
```

4. Make sure you save your changes to the **“feud.xml”** file. Remember, it must be kept in the same folder as the **“Feud”** game and you may not rename it.

5. If you wish to have more than one feud, create a new folder and copy all the files from the feud folder into that folder. Edit the XML file and you are ready to go with another feud.