

WORD SEARCH

Valentine's Day

X E C U P I D Z R S E G B E T
 U V E F Y R H Y W O P K T C G
 R U D N O Q F E S L S A I N N
 G E F M I B E A S K D E U A N
 C S D H L T Z O I J E T S M W
 A O Q J H Z N Q K J L V Q O C
 N W T E G D J E K N I P O R K
 D V A X A R X E L M M Z V L K
 Y R I R T T S G Q A V U K B A
 T A R R M A W L L Q V Z V K P
 V O A G K T V C T N N F C T E
 W E J J V N B N Y R I I U G G
 H S S O A E T A L O C O H C Q
 C J H C C E F D B F U A R Z C
 N F T W G A J B S W I V Q P Y

ARROW CANDY CHOCOLATE
 CUPID DATE HEART
 HUGS KISS LOVE
 PINK RED ROMANCE
 ROSES SWEETHEART VALENTINE

Trivia Crack
 By: Kaitlyn Miliukin
 Staff Writer

Trivia Crack is an addictive app deserving of its title. While popular for some time, the game challenged the minds of its players with various trivia questions. These questions range from five different subject topics including: art, entertainment, geography, history, science, and sports. The app, also offers a sense of competition to its players by allowing them to play against a friend on Facebook, or even let them verse random people around the country. Students at the RHS had their fix of the habit-forming game for a while.

The following students shared their views on the game in an interview:

Tiffani Clapper and Brendon Wesolowski.

Q: What was your best and worst subject while playing Trivia Crack?

A: Tiffani: "As far as I can remember my best subject was science, and my worst subject was Geography."

Brendon: "My best subject was History. And my worst subject was art."

Q: Were you addicted to the app or know someone who was?

A: Tiffani: "Luckily I was never addicted to the game. And no, I don't know of anyone who was."

Brendon: "I was addicted for a little while. And I had a couple of friends who were."

Q: What was your highest level in the game?

A: Tiffani: "I believe my highest level was 34."

Brendon: "My highest level was 40."

Q: Why do you think the game was so popular or addictive?

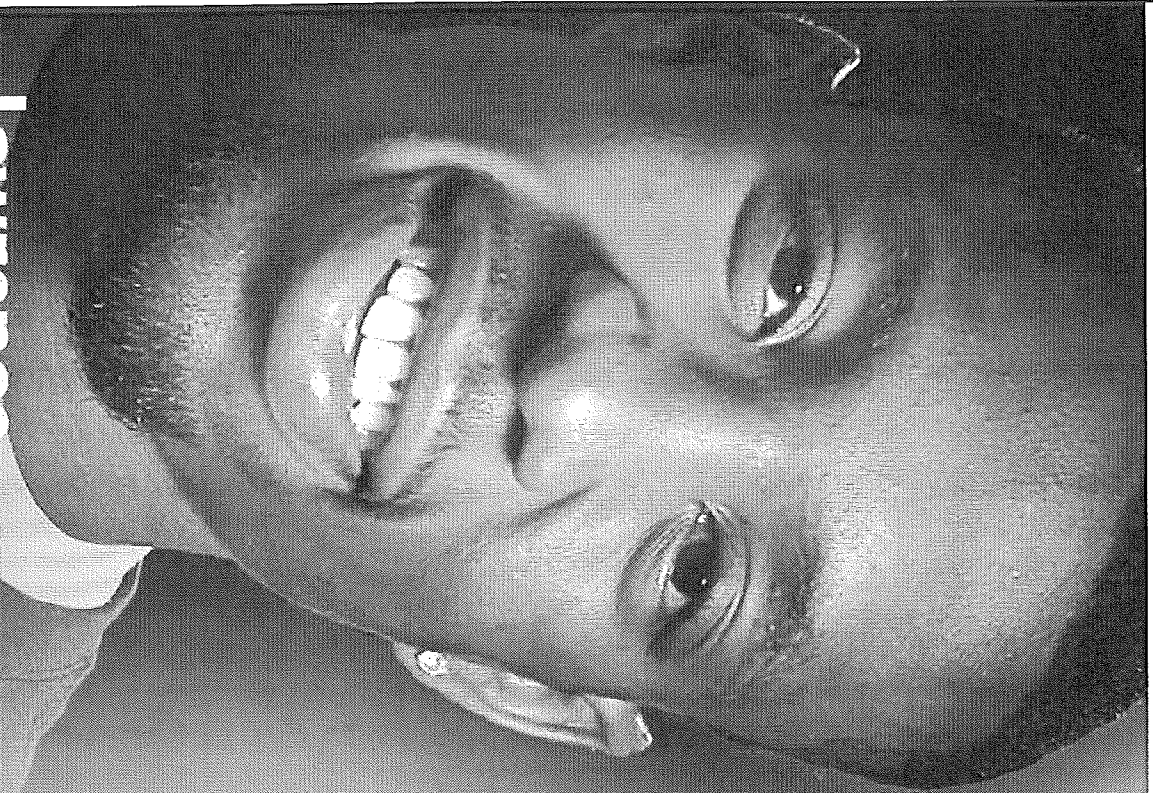
A: Tiffani: "I don't know."

Brendon: "I think it was so popular because the questions were based on basic logic that people should already know. It was probably so addictive because of the competition and challenge of the game."

Q: How do you think this app was beneficial compared to previous habit-forming apps?

A: Tiffani: "Because it tests your knowledge."

Brendon: "Trivia Crack challenged people's minds and also helped them learn new things. They also learned things from different subjects each time they played. Flappy Bird was also a popular and addictive app. But it didn't really help anyone."



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