TRIBHUVAN
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QUIZ GAME

A COURSE PROJECT SUBMITTED TO THE DEPARTMENT OF ELECTRONICS AND COMPUTER ENGINEERING IN PARTIAL FULFILLMENT OF THE REQUIREMENTS FOR THE PRACTICAL COURSE ON
C-PROGRAMMING

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Contents

1. Introduction

This project presents an interactive quiz system that allows users to take quizzes in various categories such as General Knowledge, Physics, Chemistry, and Computer Science. The system ensures an engaging experience by providing multiple-choice questions, randomizing options, and maintaining a leaderboard for competitive scoring.

2. Objectives

1) To develop an automated quiz system with multiple categories.
2) To provide users with an engaging and fair quiz experience by shuffling questions and answers.
3) To categorize questions based on age groups for a customized experience.
4) To maintain a leaderboard for tracking top scores.
5) To implement a user-friendly interface for easy quiz participation.

3. Existing System

Traditional quiz systems often involve manual question selection, fixed question sets, and lack automated scoring or leaderboards, making them less engaging and time-consuming.

4. Proposed System

The proposed system automates quiz generation, randomizes questions and answers, tracks user scores, and maintains a competitive leaderboard. It improves efficiency, fairness, and engagement.

5. Methodology

5.1. Development Tools

- Programming Language: C.
- Compiler: GCC.
- IDE: Visual Studio Code.
- File Handling: Text files for storing questions and leaderboard data.

5.2. Development Process

- **Question Generation:** Predefined questions are stored in text files and categorized.
- **Quiz Execution:** Users select a category and answer randomly selected questions.
- **Scoring & Leaderboard:** Correct answers earn points, and scores are updated in a leaderboard file.

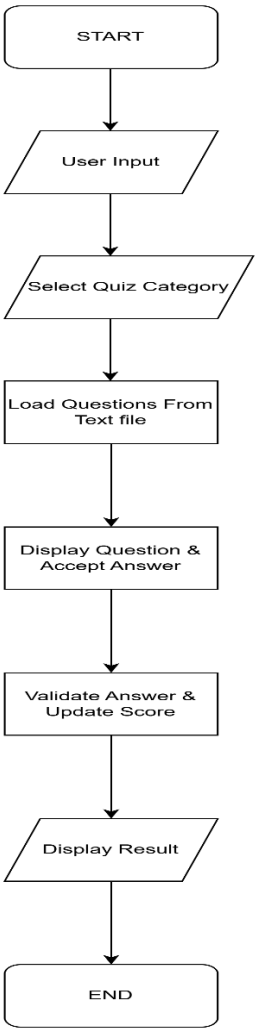
6. Project Schedule

The project was completed in 5 days.

- **Day 1:** Finalizing the topic of our project and dividing work among group members.
- **Day 2 and 3:** Writing the code.
- **Day 4:** Testing and Bug fixing.
- **Day 5:** Documentation.

7. Block Diagram

This flowchart represents the step-by-step process from user interaction to storing scores in the leaderboard.



8. REFERENCES

- Ai tools like ChatGpt and Deep Seek.
- GitHub.
- Draw.io for flow chart.
- From Provided Proposal Sample.