

# Mystery-Minds

## **Problem Statement:**

The goal of the project mentioned above is to develop a problem-solving, analytical, and observational skills-testing interactive web game. The objective of the game is to keep players' attention while presenting them with a variety of increasingly tough puzzles and riddles to answer. The game is made for puzzle-loving players of all ages who want to improve their cognitive talents as well as for businesses looking to instill critical thinking and problem-solving abilities in their workforce.

## **Abstract:**

Our online portal offers a series of soft skills assessment games aimed at enhancing individuals' soft skills, including communication, collaboration, problem-solving, creativity, leadership, and adaptability. These games are available for testing and provide a thorough evaluation of an individual's soft skills. Participants' scores are captured and displayed on the leader board, which ranks all participants according to their performance, including their email addresses. The leader board serves as a motivating tool for users to improve their soft skills. Additionally, our portal includes an analysis feature that assesses individuals' soft skills by age group, providing valuable insights into areas of strengths and weaknesses. For security purposes, a logout button is included, enabling administrators to log out of the portal securely. Our portal is an all-encompassing platform for individuals and organizations seeking to evaluate and enhance soft skills.

## **Objective:**

1. To introduce the concept of soft skills and their importance in personal and professional development.
2. To promote the soft skills assessment games available on the online portal as a means of evaluating and enhancing individuals' soft skills.
3. To provide information about the features of the online portal, including the leader board, analysis tool, and logout button.
4. To demonstrate the benefits of using the online portal to evaluate and improve soft skills, both for individuals and organizations.
5. To emphasize the usability and accessibility of the online portal for people of all ages and backgrounds.
6. To encourage users to take advantage of the online portal as a tool for personal and professional development.

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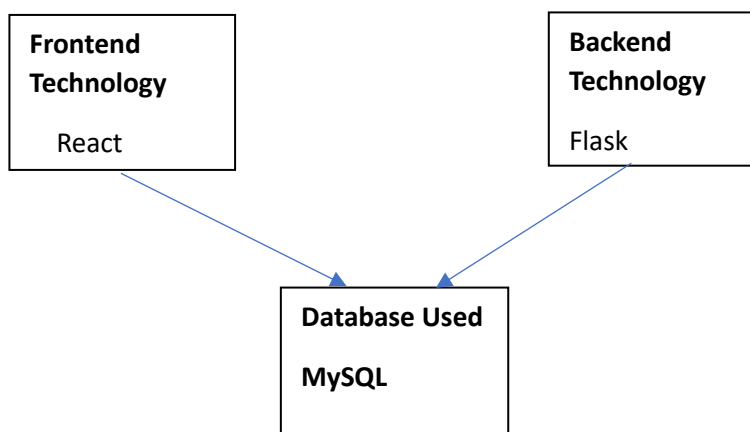
## Technologies Used:

We have utilized a combination of front-end and back-end technologies for this project. The front-end development has been done using React, which is a popular JavaScript library for building user interfaces. React provides a highly flexible and efficient framework for building responsive and dynamic web applications.

For the back-end development, we have used Flask, which is a lightweight and highly extensible Python web framework. Flask provides a simple and easy-to-use interface for creating web applications that can handle complex business logic and database integration.

To store and manage the data generated by the application, we have used MySQL, which is a widely used open-source relational database management system. MySQL provides a highly scalable and reliable platform for managing large amounts of data and ensuring data integrity and security.

## Diagrammatic Representation:



## Project Overview:

### Users view:

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1. Users must register for an account to access the soft skills assessment questions.
2. Registered users can log in to access the test.
3. Users can receive +2 marks for submitting the correct answer without viewing a hint.
4. Users can receive a +1 mark for submitting the correct answer after viewing a hint.
5. There is a restriction on the number of attempts users have to answer each question, with a limit of three attempts.
6. If users exceed the limit, they must restart the test, which is the only restart option available.
7. Users can check the leader board to view the scores and rankings of all test-takers.
8. Users can check their own scores for the test.
9. The application is designed to provide users with an engaging and challenging experience while also allowing them to monitor their progress and performance.

## **Admin's view:**

**Admin mail:** [admin@gmail.com](mailto:admin@gmail.com)

**Password:** Admin

1. The admin can log in to their account to view metrics and data related to users of the soft skills assessment application.
2. The admin can view the number of people who have taken the test.
3. The admin can access the leader board to see the scores and rankings of all users.
4. The admin can view an analysis of the assessment data based on different age groups.
5. This data can provide valuable insights into the performance of users from different demographics.
6. Once the admin has finished reviewing the data and metrics, they can log out of their account.
7. The admin features of the application provide a comprehensive overview of the user activity and performance, allowing for

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effective management and monitoring of the soft skills assessment process.

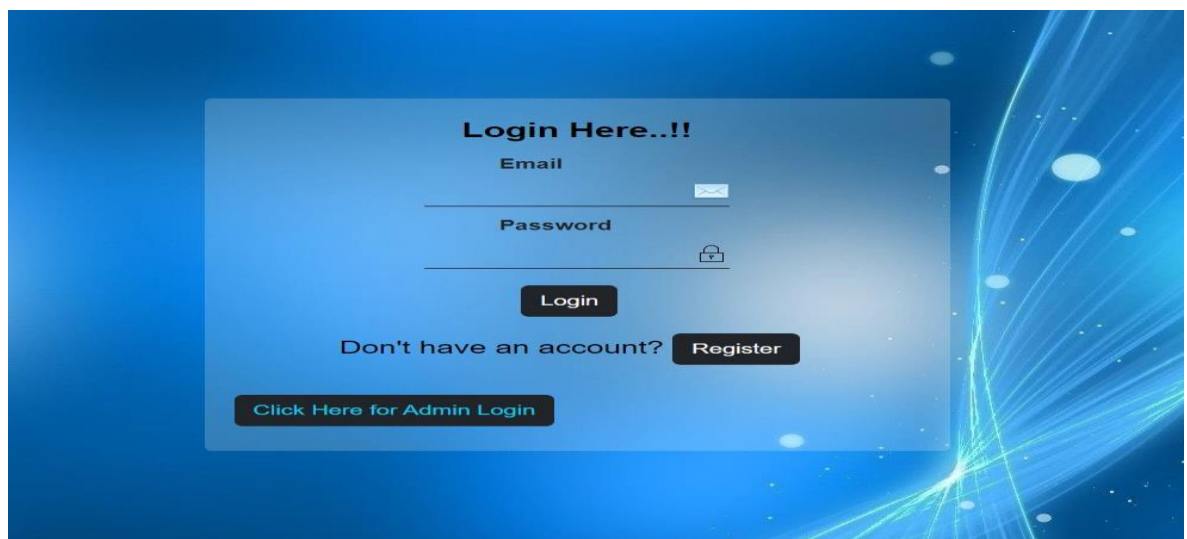
## 8. Literature review

### Implementation steps:

- Firstly, create an account in our portal.
- Then after that, u can test your soft skills we have given you 10 treasures to solve.
- So, the user should take all 10 questions to reach the home.
- The user can answer each question 3 times and if it exceeds 3 then the user needs to restart the treasures.
- The user can even answer the question by seeing the hint, but he gets less score.

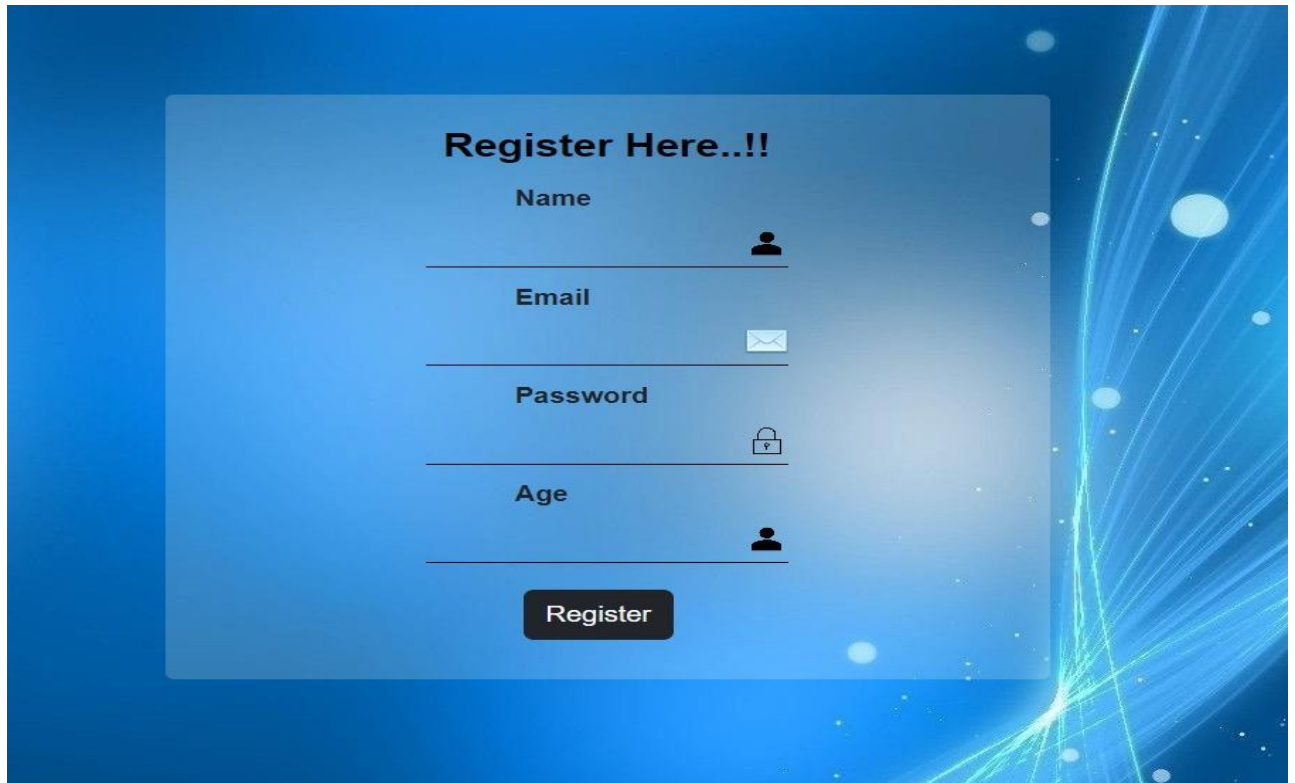
### Implementation Details:

#### LOGIN PAGE:





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
## REGISTRATION PAGE:




**Register Here..!!**

Name 

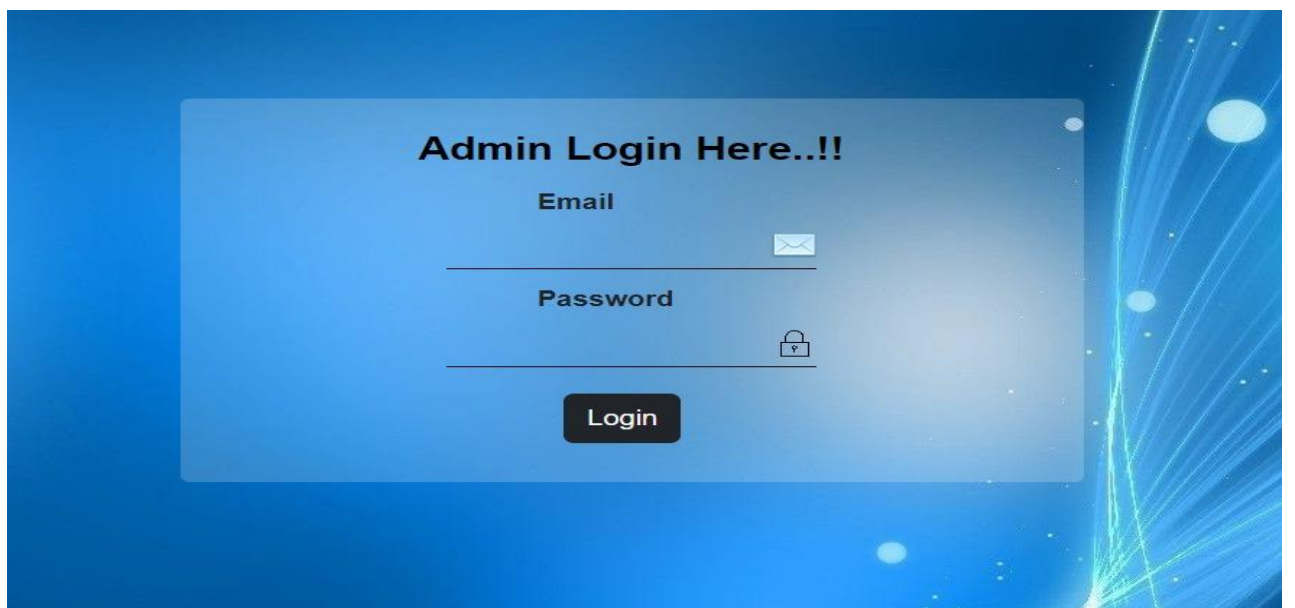
Email 

Password 


Age 


**Register**

## ADMIN LOGIN:



**Admin Login Here..!!**

Email 

Password 

**Login**

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## LEADER BOARD:

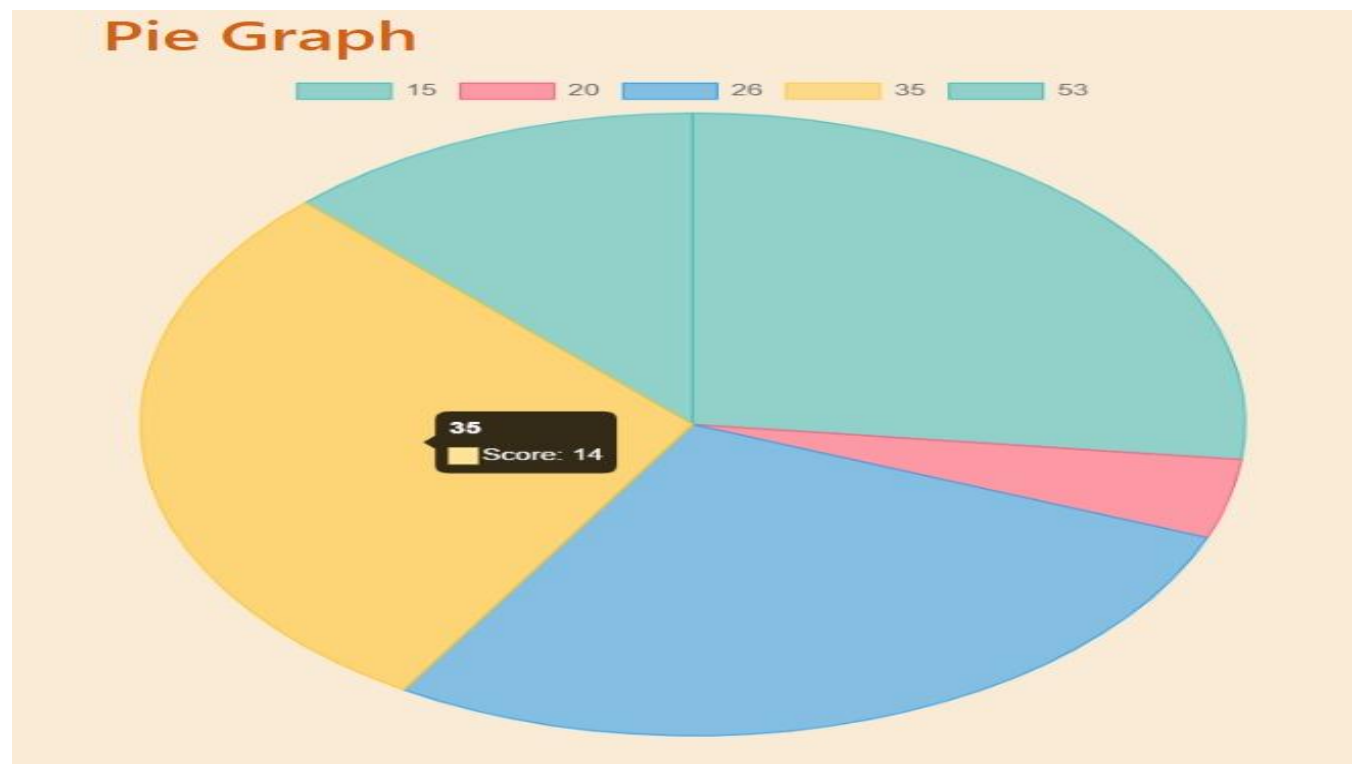
NAME OF WEB				Home	AvailableTests	Leaderboard	Analysis	Logout
Leaderboard								
Name	Email	Chances Remaining			Score			
Pavan	pavan@gmail.com	1			15			
sahithi	sahi@gmail.com	3			14			
Abhishek	abhi@gmail.com	2			13			
sam	sam@gmail.com	0			12			
Venku	venku@gmail.com	2			6			
Nikhil	nikki@gmail.com	3			2			

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## ANALYSIS:



## PIE CHARTS:

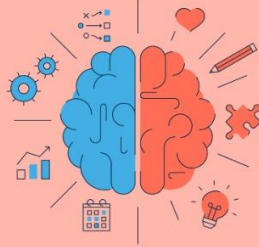




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## HOME PAGE:

**NAME OF WEB**[Home](#)[Available Tests](#)[Leaderboard](#)[Logout](#)



### The Adventure Quest of a Curious Child

Join a young child on an adventure filled with puzzles and challenges. From deciphering mirror reflections to solving riddles, navigating lost directions, the child's curiosity and problem-solving skills are put to the test. Can you take him way back home? Join the child on this thrilling adventure to find out!

[Start Challenge](#)

## LEVELS (FROM 1 TO 10):

**Chance Remain: 3****Score:12**

### LEVEL-6 FIND ANIMALS

As he made his way back, he lost his path and found himself in a dense forest, he came across different animals. you'll need to dig deeper and search for hidden clue, Enter the number of Animals he saw during his journey.

[Submit](#)[Restart](#)[Hint](#)



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Chance Remain: 3


Score:14

## LEVEL-7 Find direction

The boy after cruzing through the forest he can't find the correct way back help him by solving the below question:

If South-West becomes East, South-East becomes North and so on. What will North become?

SubmitRestartHint



## Conclusion:

The soft skills assessment application is a comprehensive solution for evaluating individuals' soft skills through a series of questions, providing a powerful tool for monitoring progress and performance.

With the soft skills assessment application, users can access a challenging and engaging series of questions designed to evaluate their soft skills, while admins can use the application's metrics and data to monitor and optimize the assessment process.

By leveraging the soft skills assessment application, users can improve their soft skills while tracking their progress, thanks to the application's sophisticated testing features and user-friendly interface.

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