

Hackathon - Team X-Faktor

Beyond Belief Fact or Fiction?



Team Members



Vasanthi



Alina



Joshua



Phil



André

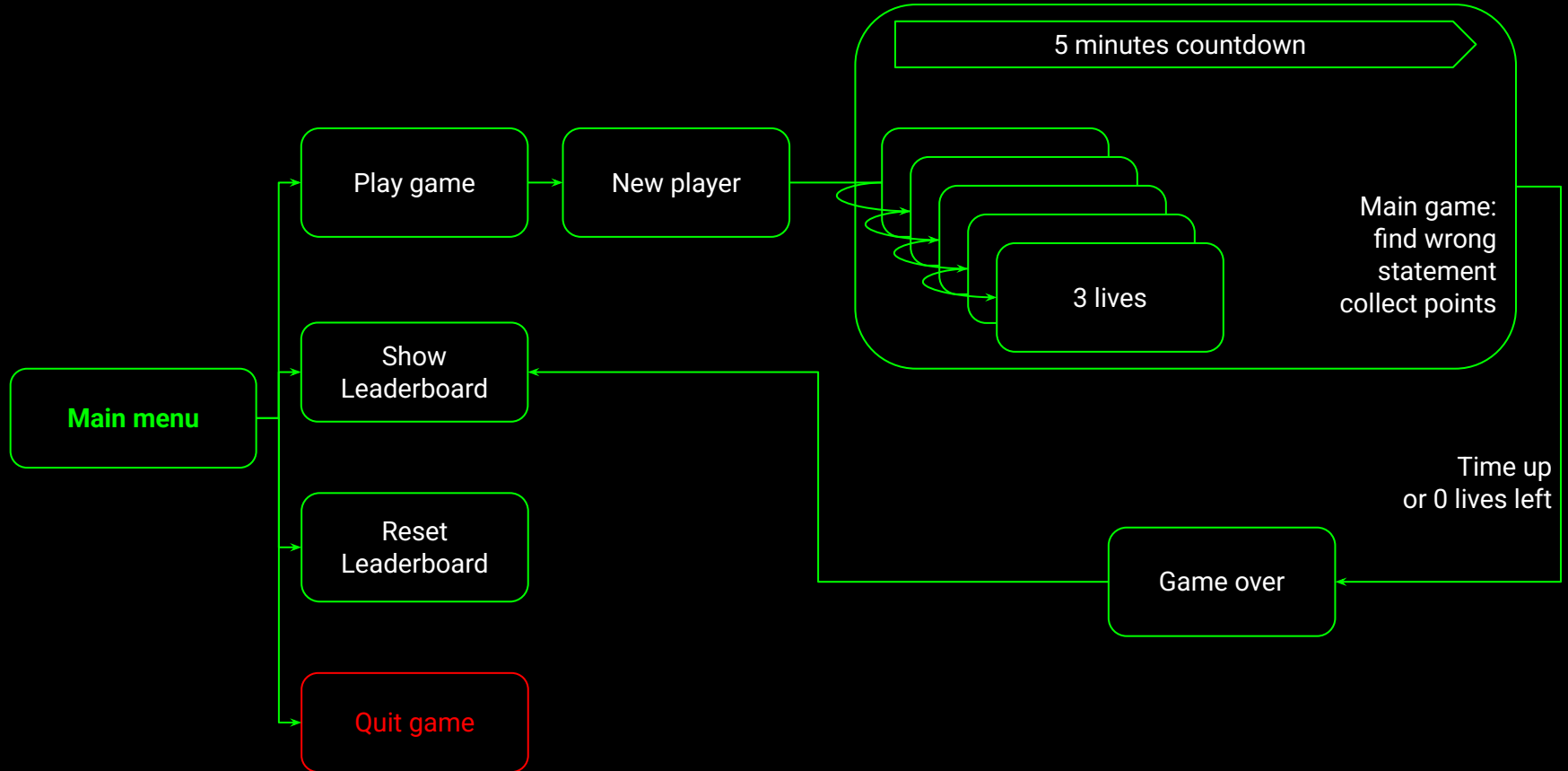
Game Description

Spot the lies before time runs out!

- Uncover the lies in this fast-paced Wikipedia trivia game inspired by the famous TV show "Beyond Belief" (X-Faktor)
- In each round, you'll be presented with three "facts" from a random Wikipedia category — two are true, one is a lie. Spot the fake before time runs out!
- You have 3 lives, and each correct guess earns you a point. Lose all your lives, and it's game over — your high score is saved.
- How many lies can you expose?




Game Design





Game Rules


Rule Category


Description


 Objective Uncover as many lies as possible before you run out of time or lives.


 Game Basis Each round is based on a random Wikipedia category.


 Round Format You'll be shown 3 statements — 2 are true, 1 is a lie.

 Time Limit You have 5 minutes to answer questions. After the timer runs out its game over


 Correct Guess Earn 1 point for each lie you successfully expose.


 Wrong Guess Lose 1 life for each incorrect guess.

 Lives You start with 3 lives — lose them all, and it's game over.

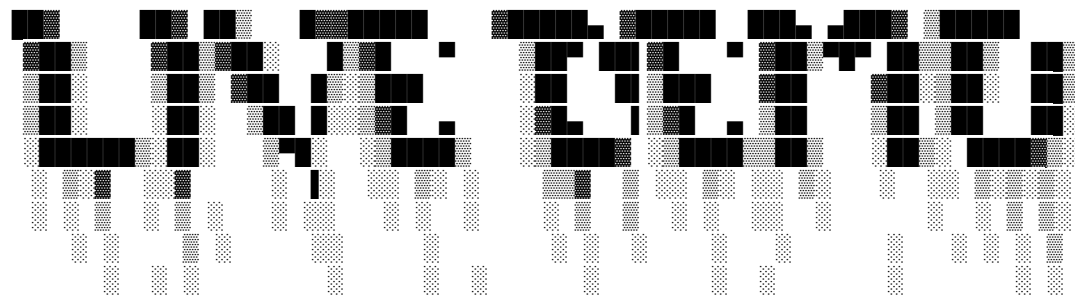
 Difficulty Questions vary in difficulty and subject matter.

 High Score Your highest score is automatically saved. You can view scores in the leader board.

 Category Selection Categories are loosely filtered to focus on mysterious, supernatural, and unbelievable topics (e.g. Urban Legends, UFOs, Unsolved Crimes, Supernatural Beings).

 Replayability After game over, you can jump right back into a new round.

 Sources All statements are drawn from real Wikipedia articles — except the lie. 🤪



What we did this week

Monday

- Team kick-off
- Brainstorming
- Game concept
- Development plan
- 1st rough code

Tuesday

- Coding of all game functionalities
- Finalization MVP
- UX / UI optimization

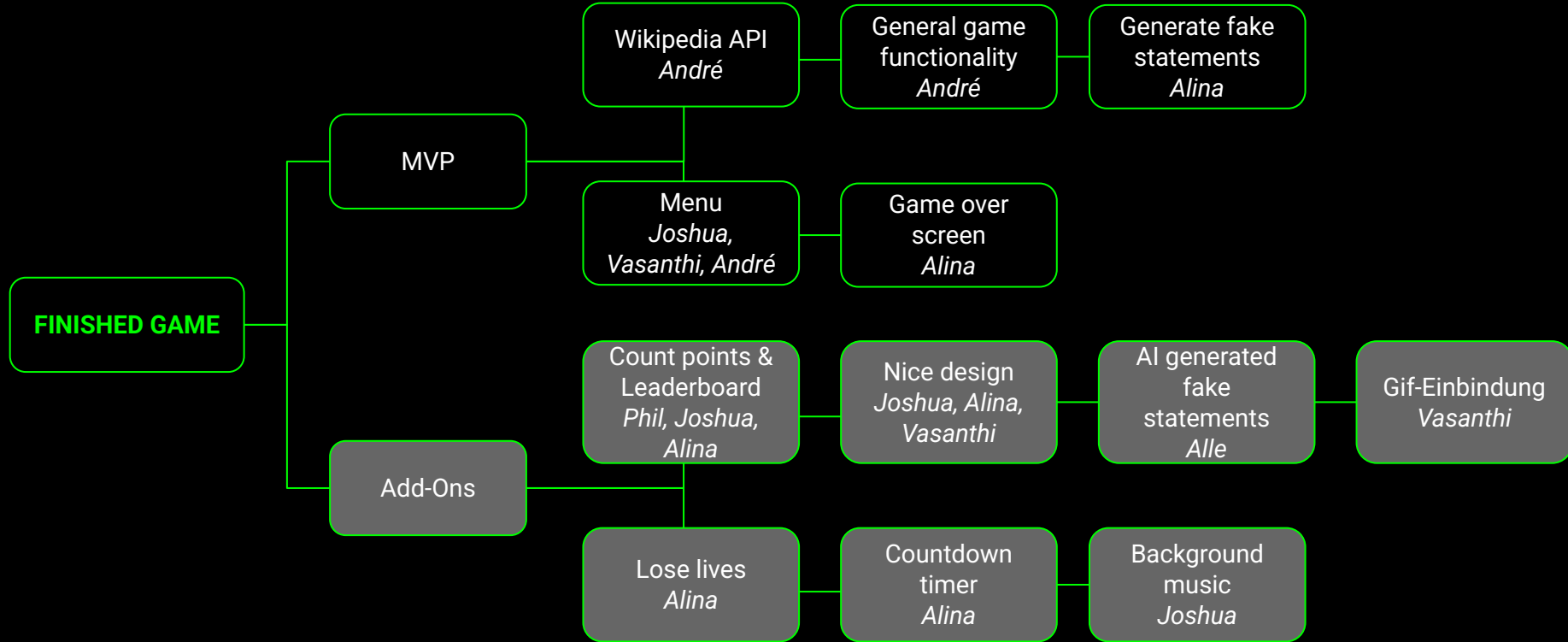
Wednesday

- Fine tuning
- Testing & collection of edge cases
- Troubleshooting & bug fixing
- Finalization of the game
- Adding extra features
- Presentation prep

Thursday

- Presentation

Our Development Plan



How we worked as a team

The hard facts

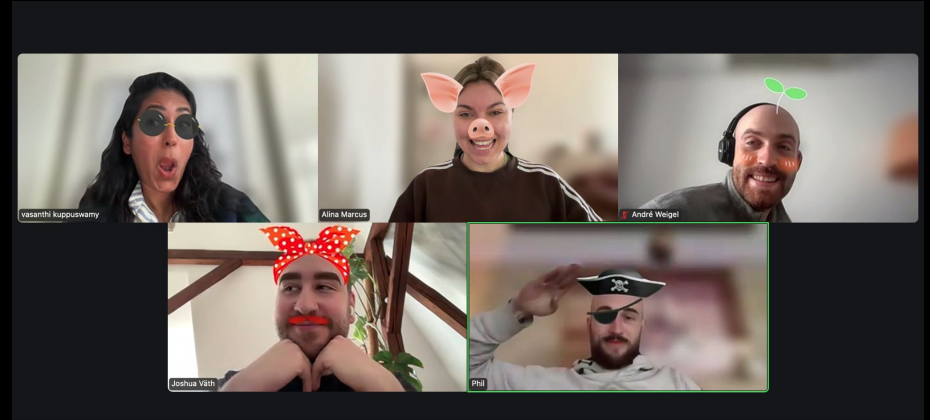
- Made a concept that was detailed enough to lead to a working product but not so detailed we wasted too much time on it
- Distributed tasks based on personal preferences and skills
- Kept communication throughout the day
- At least 2 set meetings per day

```
76 game structure
77 main menu
78 |
79 |— new game
80 |   |
81 |   |— Spielernamen anfragen
82 |   |
83 |   |— loop statements
84 |       statement 1
85 |       statement 2
86 |       statement 3 (lüge)
87 |       Spiel beenden
88 |
89 |— leaderboard anzeigen
90 |   |
91 |   |— leaderboard
92 |
93 |— leaderboard zurücksetzen
94 |
95 |
96 |— Spiel Beenden
97
```

How we worked as a team

The soft skills

- Offered each other help
- Asked questions
- Made important decisions together
- Trusted the process & each other
- Praised & encouraged each other
- Laughed together



Our biggest challenges

And how we overcame it

- Bad internet connection made communication in meetings difficult
- Different schedules
- Confusing API documentation
- How to organize and connect all ideas and still have a cohesive and concise game
- To keep the dog away from eating the keyboard
- ChatGPT API overcharged at times



What we learned about each other

- **Expertise and skills**
You can benefit directly from the knowledge or skills of others, be it software, coding, presentation or organisation.
- **Problem-solving strategies**
Everyone deals with challenges differently. Seeing how others tackle problems can be inspiring.
- **New perspectives**
Others often bring completely different ways of thinking, experiences and approaches.
- **Responsibility and reliability**
You experience how important it is that everyone plays their part - and how responsibility is shared.

Summary of our Experience

While blending technical skills with creativity and quick problem-solving, it wasn't just about building a game - we built a team.



What a great experience!
I have learned so much from everyone on my team and can't wait for the next group project.

We combined our skills, solved problems and brought a creative idea to life under time pressure. Absolutely great first experience with nice people.



Coming from different backgrounds, we combined our strengths into a powerful and diverse knowledge base.
- I love it !

It was so much fun! Lots of brainstorming, great ideas and plenty of laughing in together!!!



Final Words & QA

Now the questions remain...

Is what we told you about our project the truth, or total fiction?

Did ChatGPT write all the code?

Are the team members not talking to each other anymore?

For you to decide.

(Any questions?)



Any questions?