

EXCELSSIOR EDUCATION SOCIETY'S  
K. C. COLLEGE OF ENGINEERING AND  
MANAGEMENT STUDIES AND RESEARCH



(Affiliated to the University of Mumbai)

Mith Bunder Road, Near Hume Pipe, Kopari, Thane(E)-400603

**Department of Computer Engineering  
Academic Year 2023-24(Odd Semester)**



Excelssior Education Society's  
**K.C. COLLEGE OF ENGINEERING & MANAGEMENT STUDIES & RESEARCH**  
(Affiliated to the University of Mumbai)



# Index

- Group Members
- Hardware and software requirements
- About the project
- Screenshots of GUI(With explanations)
- Future Scope
- Conclusions
- References



# Group members

Armaan Nakhunda :- 02

Sushant Navle :-05

Nishal Poojary:-17



# **Hardware requirements:**

Processor: A modern multi-core processor, such as Intel Core i3 having 2 cores or equivalent.

RAM: At least 4 GB

Storage: Sufficient disk space to run JDK or any other resource intensive IDE like VScode.

# **software requirements:**

**OS: Windows:**

**Windows 10 or later**

**Linux:**

**Ubuntu 20.04 or later**

**Or equivalent Linux Distro**

**JDK: Version 19 or later**

**IDE: either run it in cmd or equivalent or using an IDE like VS code, Netbrains, etc**

**MacOS:**

**MacOS Big Sur or later**

Excelsior Education Society's

**K.C. COLLEGE OF ENGINEERING & MANAGEMENT STUDIES & RESEARCH**

(Affiliated to the University of Mumbai)

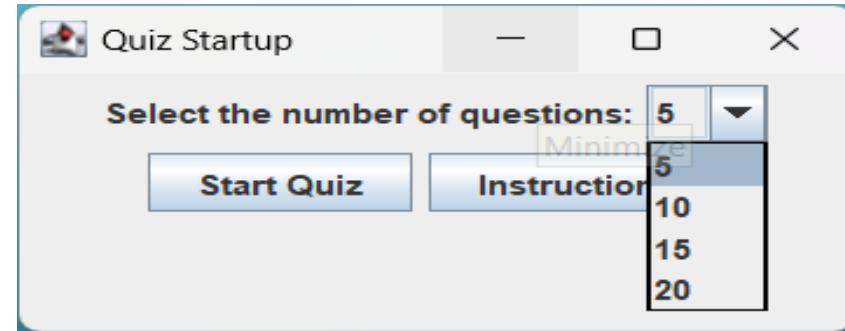
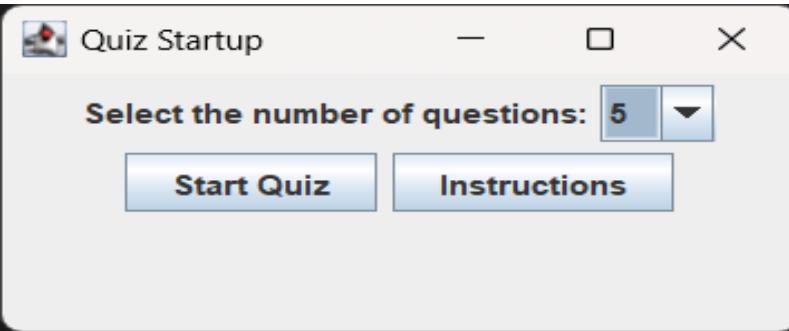


# About the project

The Java Quiz Game application stands out as an interactive educational platform solely dedicated to Java-related questions. Offering a wide array of challenges within the realm of Java programming, the game ensures a deep dive into the language's intricacies. With features like a competitive scoring system and a user-friendly interface, the application encourages learning through play, making the process of mastering Java both enjoyable and engaging. Strategic gameplay is enhanced with specific lifelines, providing players with advantages such as removing 2 wrong options or having a 80% of getting the right answer by the computer. The educational focus is paramount, covering various aspects of Java programming and offering detailed progress tracking with statistics for continuous improvement.

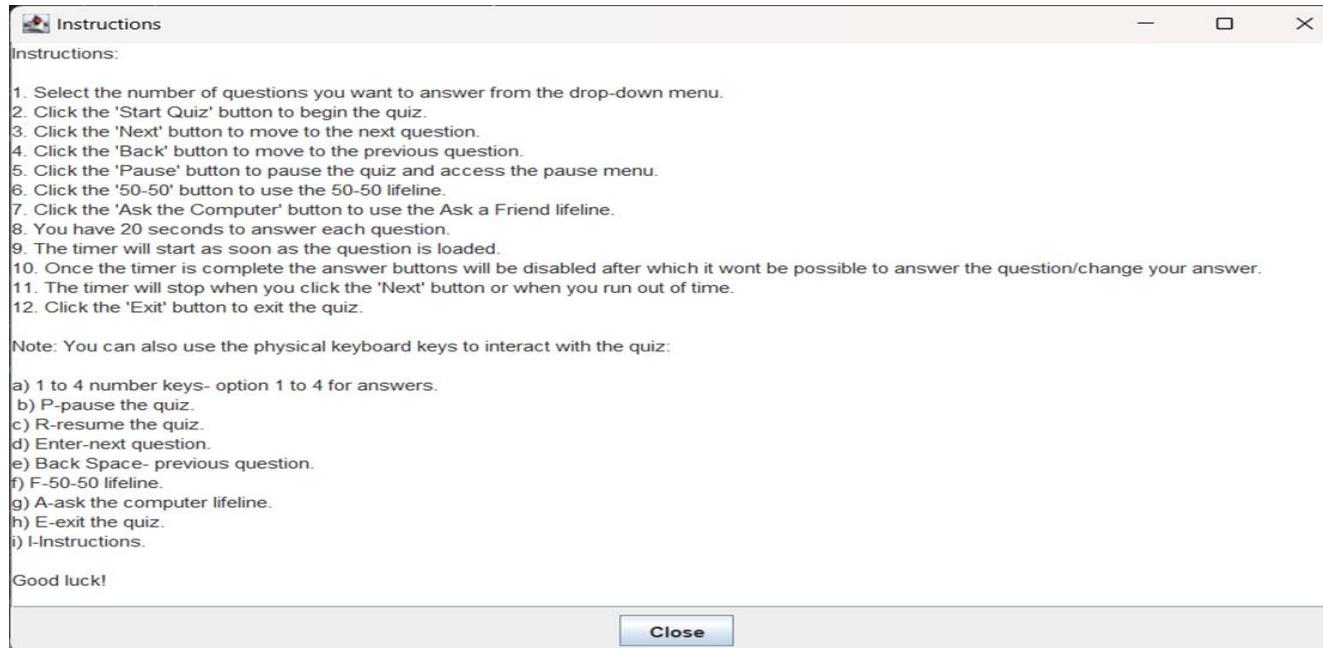


# Screenshots and basic explanation of the project



Startup Screen to give the user the option to choose how many questions they would like while also giving the instructions options they can see the full functionality of the app



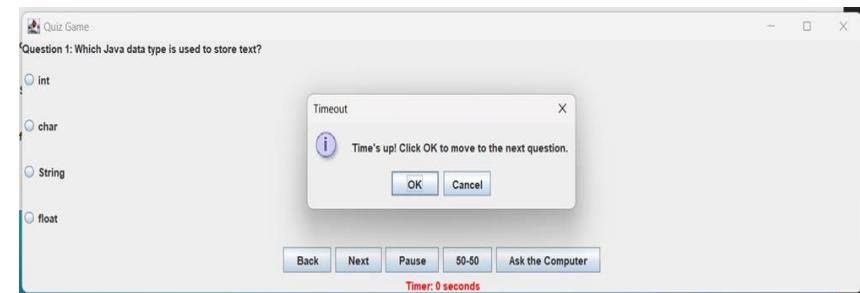


Instructions panel for the user to understand the functionality and a close button to return back to the quiz startup screen



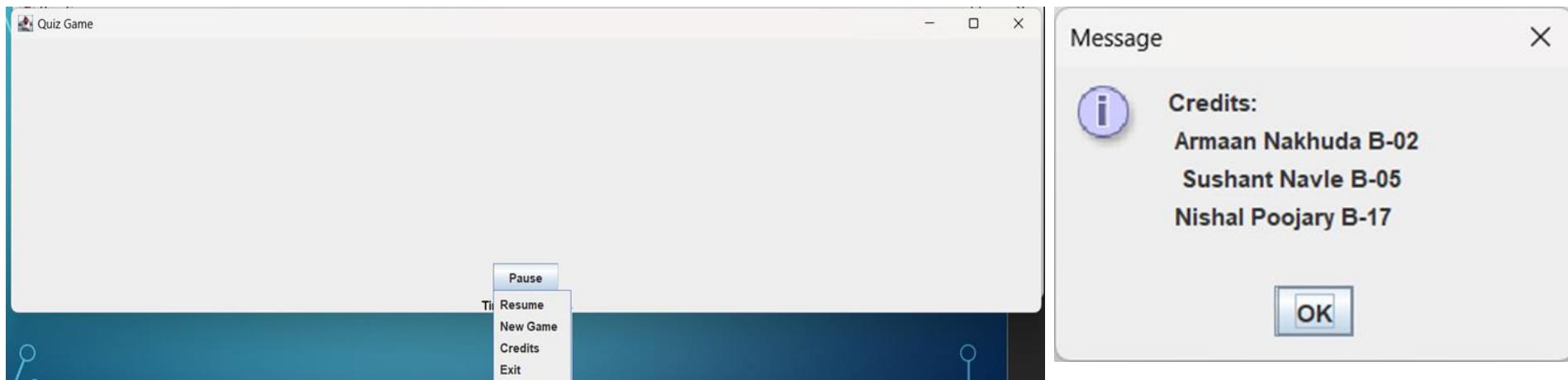


The 1<sup>st</sup> question along with the game options after the user starts the quiz



As the timer is heading towards 0 the timer flashes red so warn the user after which a time's up pop up comes up and disables the radio buttons so the user cannot change or add their answer





- The popup menu the user gets after clicking the pause button which also hides the questions and options to reduce cheating and also pause the timer
- The resume option resumes the quiz from the point it was paused
- The new game option takes the user back to the quiz startup screen and resets everything
- The Credits button brings a separate popup to show the names of the team members
- The exit button quits the whole quiz





The 50-50 lifeline button disables 2 random wrong options giving the user only 2 options to choose from, this is an one

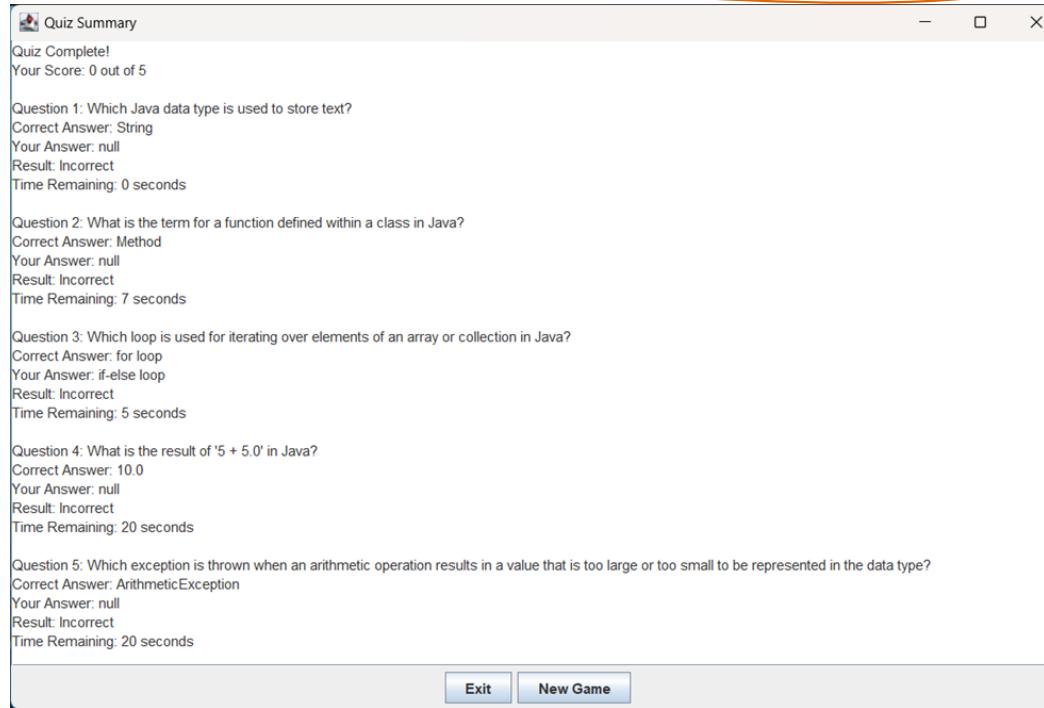
Time use button after which it will be disabled for rest of the quiz



The Ask the computer Lifeline has a 80% chance of giving the user the right answer and a 20% chance of the wrong answer,

This is also an one time use button after which it will be disabled for rest of the quiz





The Summary/Results screen which shows the overall right answers, time taken by the user for each question, the option chosen by the user, the current answer and if the user choose the right answer or not.



# Future scope of the project

- The future scope of the project involves implementing several enhancements to enrich the user experience:
  1. Database Integration: Integrate a database feature to empower users with the option to add their own questions, fostering a dynamic and user-driven content environment.
  2. Expanded Lifelines: Enhance the game's interactivity by incorporating additional lifelines, providing players with more strategic options and increasing the overall engagement of the gaming experience.
  3. Diverse Game Modes: Introduce various game modes catering to different levels of difficulty, offering players a broader range of challenges to choose from and ensuring the game's adaptability to diverse skill sets.
  4. Improved GUI: Elevate the graphical user interface (GUI) to make it more visually appealing and user-friendly, enhancing the overall aesthetics and usability of the application.



# Conclusions

This is a Quiz game based on the java coding language using the inbuilt GUI functions like swing and Jframe to get a interactive app to the end user while having future scope of making the project bigger as mentioned in the previous slides.

# References

Used Chatgpt to give a better Grammatical format for the wording

Used Chatgpt for Bug fixing

Used youtube videos for ideas in project

Excelsior Education Society's

**K.C. COLLEGE OF ENGINEERING & MANAGEMENT STUDIES & RESEARCH**  
(Affiliated to the University of Mumbai)



# Thank You!!!

The Github project repository with all the commits history and progress of the project can be found here:-

Or alternatively you can type: <https://github.com/Armaan477/Quiz-Game/> to head straight to the repository for this project.

Excelsior Education Society's

**K.C. COLLEGE OF ENGINEERING & MANAGEMENT STUDIES & RESEARCH**  
(Affiliated to the University of Mumbai)

