**MONOPOLY MADNESS : WEBSITE DESIGN STRUCTURE**

**User interface:**

* Login Details:
* **Step1:**
* Venues :
* 7 venues
* **Step 2 :**
* Team Head’s Name, Login button.
* Explanation :
* (The Participants must choose the venue and then login and continue with the landing page )
* Landing page : waiting for the admin to roll the dice .

Once the admin rolls the dice , it also starts rolling on the interface on the participants screens and lands on a random number (eg.2) .

* The task assigned to the number pops up on the screen
* The screen has the question with four options and a short open answer, with a submit button below it.
* A one minute timer starts ticking as soon as the question pops up.
* Wether or not the participant submits the question , we need to get the response.
* Present status when not submitted.

**Admin Interface:**

* The Admin must choose the venue and then login and continue with the rest.
* Dice roll in themiddle of the screen with the same as for the participants.
* Towards the left of the screen .
* manual override option for the admin to control tasks.
* Dice based tasks until 23rd Question, Manual override for the Last Task which shouldn’t be included in the dice based tasks.
* Towards the right of the screen.
* Live data of the participants

**Live Data (Details Required):**

* Team Head name
* Option chosen
* Written Answer