

# Trivia Game Website: *Building the Ultimate Test of Knowledge*

Welcome to our presentation showcasing the development process of an engaging trivia game website using HTML, CSS, and JavaScript.

# Introduction: The Concept

## Motivation

We envisioned a platform that blends entertainment and learning, catering to users of all ages and backgrounds. This game fosters a sense of community and friendly competition.

## The Goal

We aimed to create an interactive and visually appealing trivia website that provides a challenging and enjoyable experience for players.

# Core Features and Functionality

## 1 Question Display

Clear presentation of multiple-choice questions, with options for easy selection.

## 2 Answer Feedback

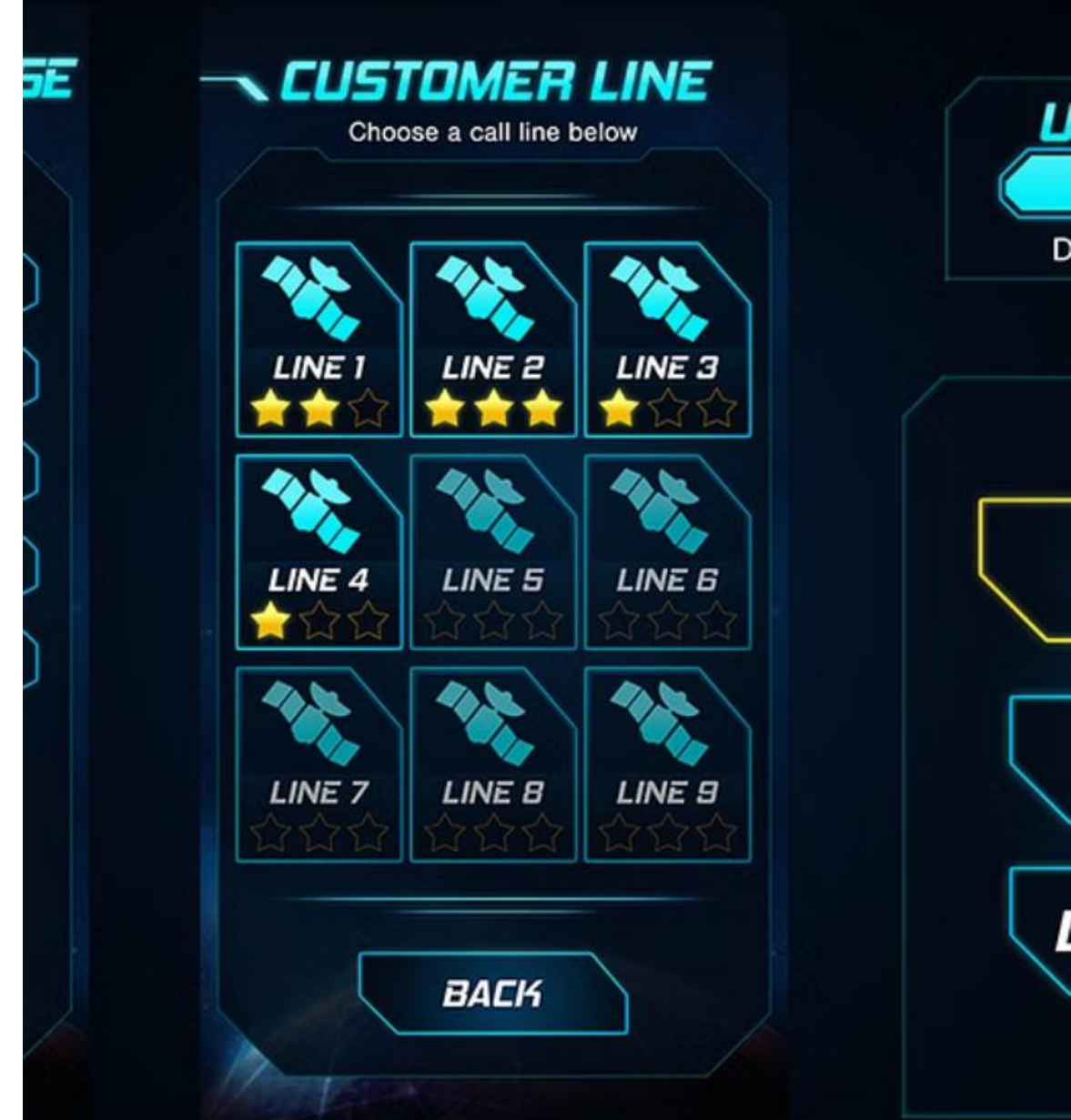
Immediate feedback after each question, highlighting the correct answer and providing explanations.

## 3 Score Tracking

Keeps track of the player's progress, displaying their score and encouraging them to improve.

## 4 Categorization

Allows users to choose specific categories for their trivia experience, such as history, science, or pop culture.



# User Interface Design



## User-Friendly

Intuitive navigation with clear calls to action, making it easy for players to engage and progress.



## Visually Appealing

Engaging color schemes, visually appealing fonts, and a layout that is pleasant to interact with.



## Responsive Design

A website that seamlessly adapts to different screen sizes, ensuring a consistent experience on desktops, tablets, and mobile devices.

# Tools and Technologies

## HTML

Used to structure the website's content and layout, defining elements such as questions, answers, and buttons.

## CSS

Responsible for the website's visual presentation, including styling, colors, fonts, and responsiveness.

## JavaScript

Empowers the website's interactive elements, handling user input, question logic, and score calculations.

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              ents.set(a[1], {client: {position:  
                send("connected")  
            }  
            id = Math.random().toString().slice(2, 8);  
            id = id;  
            ents.set(id, {client: {position: {
```

# Methodology of Creation



# Conclusion and Next Steps

The development process involved careful planning, design, and coding, culminating in an interactive and engaging trivia game website.

