**\*\*Week 1: Planning and Design\*\***

\*\*Day 1-2 (Week 1): Project Kickoff and Planning\*\*

- Define project objectives, requirements, and milestones.

- Divide responsibilities between team members.

- Create a project plan and timeline.

\*\*Day 3-5 (Week 1): Design Phase\*\*

- Wireframe the user interface.

- Design the user registration and login pages.

- Decide on the overall visual style and layout.

**\*\*Week 2: Front-End Development\*\***

\*\*Day 1-3 (Week 2): HTML and CSS Development\*\*

- Begin HTML markup for the app's pages.

- Develop the CSS styles for the wireframes.

- Ensure responsiveness for different screen sizes.

\*\*Day 4-5 (Week 2): JavaScript Setup\*\*

- Set up the JavaScript environment.

- Implement basic interactivity (e.g., navigation between pages).

**\*\*Week 3: Quiz Logic and Functionality\*\***

\*\*Day 1-3 (Week 3): Quiz Question Logic\*\*

- Develop the logic for loading quiz questions.

- Create an array or database for storing quiz questions.

\*\*Day 4-5 (Week 3): User Registration\*\*

- Implement user registration functionality.

- Set up user authentication and database connection (if applicable).

**\*\*Week 4: Quiz Interaction and Feedback\*\***

\*\*Day 1-3 (Week 4): Timer and Scoring\*\*

- Add a countdown timer for each question.

- Develop the scoring system.

\*\*Day 4-5 (Week 4): User Feedback\*\*

- Implement immediate feedback for quiz questions.

- Create the result page to display the user's score.

**\*\*Week 5: Testing and Debugging\*\***

\*\*Day 1-3 (Week 5): Manual Testing\*\*

- Start manual testing for user interactions.

- Fix any issues or bugs discovered during testing.

\*\*Day 4-5 (Week 5): Automated Testing\*\*

- Set up unit tests for JavaScript components.

- Begin integration testing.

**\*\*Week 6: Documentation and Final Touches\*\***

\*\*Day 1-3 (Week 6): Documentation\*\*

- Complete project documentation, including user guides.

- Prepare presentation materials (if required).

\*\*Day 4-5 (Week 6): Final Testing and Deployment\*\*

- Conduct final rounds of testing, including user acceptance testing.

- Deploy the application to a web server (if applicable).

- Submit the project for evaluation.

This schedule provides a structured plan to complete the project in six weeks. Keep in mind that communication and collaboration between team members are crucial. Regularly review your progress and adapt the schedule as needed to ensure successful project completion.