# DOCUMENTATION FOR QUIZ CODE:

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Introduction: The Quiz is a trivia game that has questions related to Anime. The user is required to answer each question within the given time. The score of the user is calculated based on the number of correct answers given in the allotted time.

HTML: The code is written in HTML, which is responsible for the structure of the Quiz game. It consists of a Quiz-container, which includes the question and answer options for each question. It also has a timer, score, feedback, and a chart that displays the score.

CSS: The CSS file is used to add styles to the HTML elements used in the Quiz game. It is responsible for the visual appearance of the game, including the buttons, font, and background.

JavaScript: The JavaScript file is responsible for the functionality of the Quiz game. It handles the display of the questions, the answer options, the score, and the timer. It also calculates the user's score based on the number of correct answers and displays the result in a chart.

**Variables:**

* quizContainer: stores the element that contains the entire Quiz game.
* questionContainer: stores the element that contains the current question.
* questionElement: stores the element that displays the current question.
* answerButtonsElement: stores the element that contains the answer options.
* startButton: stores the element that starts the Quiz game.
* nextButton: stores the element that moves to the next question.
* timerElement: stores the element that displays the remaining time.
* scoreElement: stores the element that displays the user's score.
* feedbackElement: stores the element that displays the feedback after the Quiz game.
* studentNameElement: stores the element that allows the user to enter their name.
* studentNumberElement: stores the element that allows the user to enter their student number.
* shuffledQuestions: an array that stores the shuffled questions.
* currentQuestionIndex: an integer that stores the index of the current question.
* score: an integer that stores the user's score.
* studentName: a string that stores the user's name.
* studentNumber: a string that stores the user's student number.

Functions:

* startTimer: a function that starts the timer for the Quiz game and executes a callback function when the time runs out.
* startQuiz: a function that starts the Quiz game, hides the start button, shuffles the questions, displays the first question, and starts the timer.
* setNextQuestion: a function that sets the next question and hides the next button if there are no more questions.
* showQuestion: a function that displays the current question and answer options.
* resetState: a function that resets the state of the Quiz game after each question.
* selectAnswer: a function that checks if the selected answer is correct and updates the score accordingly.
* setStatusClass: a function that adds a CSS class to an element depending on whether the answer is correct or not.

How to run: To run the Quiz game, you will need to save the HTML, CSS, and JavaScript files in the same directory. Open the HTML file in your web browser to start the Quiz game.

Note: Ensure that you have an active internet connection to load the Chart.js library from the content delivery network.

The Pie chart only appears after the time is done running.