

WebQuiz Prototype



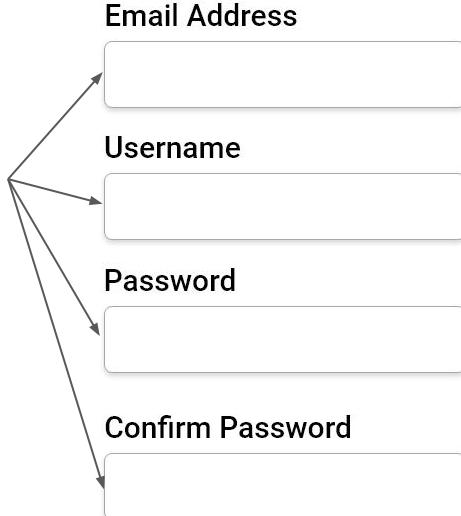
Green arrows indicate where you should click to continue with the prototype. If there are more than one arrows then you can click either.

EASY, QUICK, INTERACTIVE QUIZZES

Login to start making amazing quizzes!

[Login](#)

If the Quiz Maintainer does not have an account, one can be registered here

USE CASE 1.0**Quiz Maintainer
account creation**User fills in text
boxes**Register**

The diagram shows four input fields arranged vertically:

- Email Address
- Username
- Password
- Confirm Password

USE CASE 2.0**Quiz Master
account creation**

Start Register

Click the button
once forms are
filled
Error case

Register

Register

Email Address

Username

Password

Confirm Password

Register



Please Enter a Valid Email
and Password (min 8 characters)



An error message
will be returned if
either box is left
blank

Register

Email Address

Username



Password

Confirm Password

Register

Register

Email Address

Username

Password



Confirm Password

Register

Register

Email Address

Username

Password

Confirm Password



Register

Register

Email Address

Username

Password

Confirm Password

Register





EASY, QUICK, INTERACTIVE QUIZZES

Login to start making amazing quizzes!



Login

USE CASE 1.1**Quiz Maintainer**
login**Login**

Email Address

Password

USE CASE 2.1**Quiz Master login****Login**

Error Case

Login

Email Address

Password

Login



Please Enter a Valid Email
and Password (min 8 characters)



Login

Email Address



Password

Login

Login

Email Address

Password



Login

Login

Email Address

Password

Login



Login

Email Address

Password

Login



Email or Password is Incorrect



Login

Email Address



Password

Login

Login

Email Address

Password



Login

Login

Email Address

Password

Login



Welcome xyz

Don't wait, Let's make a quiz!

Create Quiz

Start Quiz
Creation



Login Successful!



Close success
message





Start Quiz
Creation

Welcome xyz

Don't wait, Let's make a quiz!

Create Quiz



Start Quiz
Creation



WebQuiz



EIR2 Responsive web design

Welcome xyz

Don't wait, Let's make a quiz!

Create Quiz

Switch to
desktop view



Home

Start Quiz

Welcome

Quizzes

Create

Don't wait, I

Cre

[FR1]: The quiz maintainer is able to create a quiz with a title



Quiz Title



Quiz Description

USE CASE 1.2

Quiz Maintainer create quiz

[FR1]: The quiz maintainer can enter a description for the quiz here

Default Time for Each Question

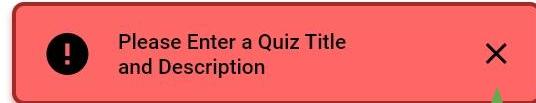
00:30



Next

[FR4]: The default question time is 30; this can be altered

Quiz Title



Quiz Description

X



[FR1] Check if the title to the new quiz is given

Default Time for Each Question

00:30

Next

Quiz Title

JavaScript Quiz 1

Quiz Description

Default Time for Each Question

00:30

Next

Quiz Title

JavaScript Quiz 1

Quiz Description

This quiz will consist of Multiple Choice and True or False questions relating to JavaScript

Default Time for Each Question

00:30

Next

[← Back](#)

[FR2]: The quiz maintainer can create a multiple choice quiz

[FR2]: A question must be entered in the box

[FR2]: An accompanying image can be uploaded

[FR4]: The default timer is applied. This can be changed on as needed

Question type

Multiple Choice

Question

Mark

Answers

Upload an Image

Choose Image

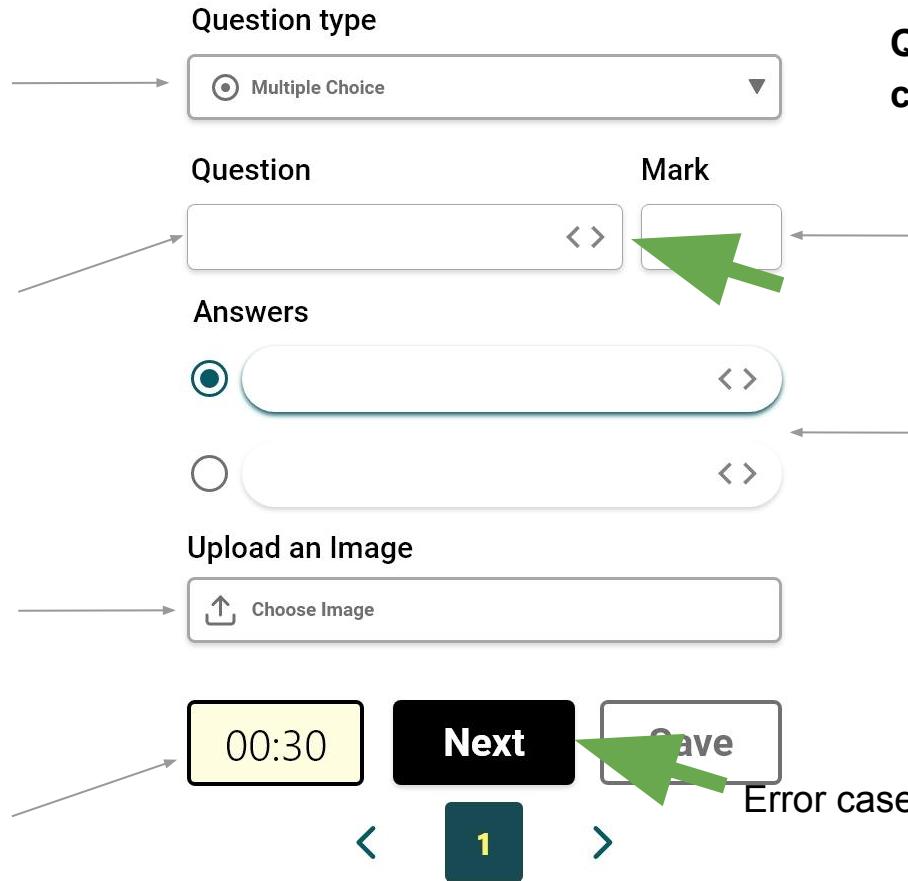
00:30

Next

Save

1

< >



USE CASE 1.2

Quiz Maintainer create quiz

[FR2]: A mark can be set for the question here

[FR2]: Multiple choices can be set. The minimum is 2. Check the correct answers

Error case

[← Back](#)

Question type

 Multiple ChoicePlease Fill in Question and Mark
and At least 2 Answers

Question

Mark



Answers



Upload an Image



Choose Image

00:30

Next

Save



1



[FR2] Check if the new question has the question text, two or more possible answers, an indication of which answers are correct, a mark for each

[← Back](#)

Question type

 Multiple Choice

Question

What is console.log()?

Mark



Answers



Upload an Image



Choose Image

00:30

Next

Save



1



[← Back](#)

Question type

 Multiple Choice

Question

What is console.log()?

Mark

10

Answers



< >



< >

Upload an Image



Choose Image

00:30

Next

Save



1



[← Back](#)

Question type

 Multiple Choice

Question

What is console.log()?

Mark

10

Answers



Outputs text to the DOM



Upload an Image



Choose Image

00:30

Next

Save



1



[← Back](#)

Question type

Multiple Choice ▾

Question

What is console.log()? < >

Mark

10

Answers

Outputs text to the DOM < >

Outputs values between the () to the console < >

< >

[FR2]: Additional answers are added as needed

Upload an Image

Choose Image

00:30

Next

Save



Multiple Choice



Question

Mark

What is console.log()? < >

10

Answers

Outputs text to the DOM < >

Outputs values between the () to the console < >

Initialises Variables < >

< >

[FR2]: Additional answers are added as needed

Upload an Image

Choose Image

00:30

Next

Save



Multiple Choice



Question

Mark

What is console.log()? < >

10

Answers

Outputs text to the DOM < >

Outputs values between the () to the console < >

Initialises Variables < >

Breaks out of loops < >

[FR2] Indicate a correct answer



Upload an Image



Choose Image

00:30

Next

Save



Question

Mark

What is console.log()? < >

10

Answers

- Outputs text to the DOM < >
- Outputs values between the () to the console < >
- Initialises Variables < >
- Breaks out of loops < >

Upload an Image



Choose Image



00:30

Next

Save



Multiple Choice



Question

Mark

What is console.log()? < >

10

Answers

Outputs text to the DOM < >

Outputs values between the () to the console < >

Initialises Variables < >

Breaks out of loops < >

Upload an Image



multiple_choice_image.jpg

00:30

Next

Save



1



Question

Mark

What is console.log()? < >

10

Answers

Outputs text to the DOM < >

Outputs values between the () to the console < >

Initialises Variables < >

Breaks out of loops < >

Upload an Image



multiple_choice_image.jpg

00:20

Next

Save



1



[← Back](#)

Question type

 Multiple Choice

Question Successfully Added!



Question

Mark



Answers



Upload an Image



Choose Image

[FR6]: The navigation bar can be used to edit questions

00:30

Next

Save



1

2



[← Back](#)

[FR3]: The quiz maintainer can choose to create a true or false question

Question type

Multiple Choice

True or False



Answers

< >

< >

Upload an Image

 Choose Image

00:30

Next

Save

[← Back](#)

[FR4]: The user interface changes to accommodate the change in question type

Question type

 True or False

Question	Mark
<input type="text"/>	<input type="text"/>

Answer

True

False

Upload an Image

 Choose Image

00:30

Next

Save

Error case

< 1 2 >

[FR4]: The quiz maintainer can choose whether the answer is true or false

[← Back](#)

Question type

 True or False

Question

Mark



Answer

True

False

Upload an Image



Choose Image

00:30

Next

Save



Please Fill in Question and Mark and Indicate if Question is True or False



[FR3] Check if the new question has the question text, an indication of whether the answer should be true or false and a mark for each



1

2



[← Back](#)

Question type

 True or False

Question

Variables can be made using var < >

Mark



Answer

 True False

Upload an Image

 Choose Image

00:30

 Next Save

1

2



[← Back](#)

Question type

 True or False

Question

Variables can be made using var < >

Mark

5

Answer

True

False



Upload an Image

 Choose Image

00:30

Next

Save

[← Back](#)

Question type

 True or False

Question

Variables can be made using var < >

Mark

5

Answer

 True

False

Upload an Image

00:30

Next

Save

<

1

2

>

[← Back](#)

Question type

 True or False

Question

Variables can be made using var < >

Mark

5

Answer

True

False

Upload an Image

00:30

Next

Save



[← Back](#)

Question type

 True or False

Question

Variables can be made using var < >

Mark

5

Answer

True

False

Upload an Image



true_false_image.jpg

00:30

Next

Save

<

1

2

>



[← Back](#)

Question type

 True or False

Question

Variables can be made using var < >

Mark

5

Answer

True**False**

Upload an Image



true_false_image.jpg

00:10

Next**Save**

1

2



[← Back](#)

Question type

 Multiple Choice

Question

Mark



Answers



Upload an Image



Choose Image

00:30

Next

Save



1

2

3



[← Back](#)

Question type

 Multiple Choice

Question

How do you do a for loop in JS < >

Mark



Answers



< >



< >

Upload an Image



Choose Image

00:30

Next

Save

<

1

2

3

>

[← Back](#)

Question type

 Multiple Choice

Question

How do you do a for loop in JS < >

Mark

15

Answers



< >



< >

Upload an Image



Choose Image

00:30

Next

Save

<

1

2

3

>



Question type

 Multiple Choice ▾

Question

How do you do a for loop in JS < >

Mark

15

Answers

```
if(1==val) {  
    console.log("Test");  
}
```

 < >

Upload an Image

 Choose Image

00:30

Next

Save

Answers

```
if(1==val) {  
    console.log("Test");      <>  
}
```

```
loop {  
    console.log("Test");  
}      <>
```

<>

Upload an Image

 Choose Image



00:30

Next

Save

loop {
 console.log("Test");
}

for(i=0; i < 10; i++) {
 console.log("Test");
}

< >

Upload an Image

 Choose Image

00:30

Next

Save

loop ~
 console.log("Test");
}

for(i=0; i < 10; i++) {
 console.log("Test");
}

while(i<10) {
 console.log("Test");
 i++;
}

Upload an Image

Choose Image

00:30

Next

Save

```
for(i=0; i < 10; i++) {  
    console.log("Test");  
}
```



```
while(i<10) {  
    console.log("Test");  
    i++;  
}
```

Upload an Image

 Choose Image



00:30

Next

Save



1

2

3



```
for(i=0; i < 10; i++) {  
    console.log("Test");  
}
```

```
while(i<10) {  
    console.log("Test");  
    i++;  
}
```

Upload an Image

loop_image_.jpg

00:30

Next

Save

for(i=0; i < 10; i++) {
 console.log("Test");
}

while(i<10) {
 console.log("Test");
 i++;
}

Upload an Image

loop_image.jpg

00:40

Next

Save

[← Back](#)

Question type

 Multiple Choice

Question

Mark



Answers



Upload an Image



Choose Image

00:30

Next

Save



1

2

3

4



[← Back](#)

Question type

 Multiple Choice True or False

Answers

< >

< >

Upload an Image



Choose Image

00:30

Next

Save



1

2

3

4



[← Back](#)

Question type

 True or False

Question

Mark



Answer

True

False

Upload an Image



Choose Image

00:30

Next

Save



1

2

3

4



[← Back](#)

Question type

 True or False

Question

1 === '1'

Mark



Answer

 True False

Upload an Image



Choose Image

00:30

 Next Save

1

2

3

4



[← Back](#)

Question type

 True or False

Question

1 === '1'

Mark



15

Answer

True

False



Upload an Image



Choose Image

00:30

Next

Save

[← Back](#)

Question type

 True or False

Question

1 === '1'

Mark



15

Answer

True

False

Upload an Image



Choose Image

00:30

Next

Save



1

2

3

4



[← Back](#)

Question type

 True or False ▾

Question

1 === '1'

Mark



15

Answer

TrueFalse

Upload an Image

 Choose Image

00:30

Next

Save



1

2

3

4



[← Back](#)

Question type

 True or False

Question

1 === '1'

Mark



15

Answer

True

False

Upload an Image



True_False_image2.jpg

00:30

Next

Save



1

2

3

4



[← Back](#)

Question type

 Multiple Choice

Question

Mark

< >

Answers



< >



< >

Upload an Image



Choose Image

00:30

Next

Save

<

1

2

3

4

5

>



[FR7]: When the questions have been entered, this button will go to the preview screen

USE CASE 1.3

1

Edit

[FR6]: The quiz maintainer is able to edit a question here

Preview Questions Before Saving

00:20



A Outputs text to the DOM

B Outputs values between the () to the console

C Initialises Variables

D Breaks out of loops

< 1 2 3 4 > + ⌂ ←

[FR5]: A question can be deleted with this button

[FR6]: The quiz maintainer can add more questions here

[FR7]: When the user is happy with the questions this button will save the quiz

[← Back](#)

Question type

 Multiple Choice

Question

What is console.log()?

Mark

10

Answers

 Outputs text to the DOM Outputs values between the () to the console Initialises Variables Breaks out of loops

[FR6]: The quiz maintainer
is able to edit a question
here

Upload an Image

 multiple_choice_image.jpg

00:20

Next

Save

Preview Questions Before Saving

2

Edit



Variables can be made using var

00:10

"Bob"



true



35



True ✓

False



1

2

3

4



[← Back](#)

Question type

 True or False

Question

Variables can be made using var < >

Mark

5

Answer

True**False**

Upload an Image

 true_false_image.jpg

00:10

Next**Save**

<

1

2

3

4

>



Preview Questions Before Saving

3

Edit



How do you do a for loop in JS

00:20



A

```
if(1==val) {  
    console.log("Test");  
}
```

B

```
loop {  
    console.log("Test");  
}
```

C

```
for(i=0; i < 10; i++) {  
    console.log("Test");  
}
```



D

```
while(i<10) {  
    console.log("Test");  
    i++;  
}
```



1

2

3

4



+



console.log("Test");
 }

 for(i=0; i < 10; i++) {
 console.log("Test");
 }

 while(i<10) {
 console.log("Test");
 i++;
 }

Upload an Image

loop_image_.jpg

00:40

Next

Save

Preview Questions Before Saving

4

Edit

 $1 === '1'$ 

00:30

 == ==

True

False ✓

[← Back](#)

Question type

 True or False

Question

1 === '1'

Mark



15

Answer

True

False

Upload an Image



True_False_image2.jpg

00:30

Next

Save



1

2

3

4



Preview Questions Before Saving

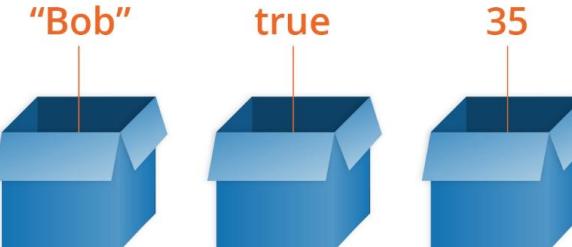
1

Edit



00:10

Variables can be made using var

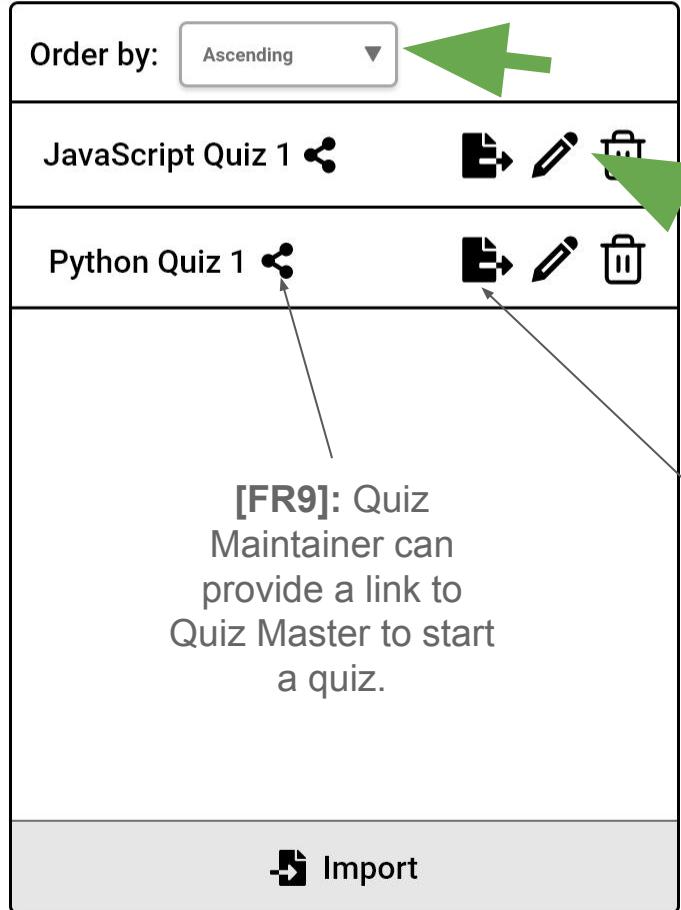


True ✓

False

[FR5]: Once the delete has been committed, it can be undone

Quizzes

USE CASE 1.4**Quiz Maintainer**
view quizzes**USE CASE 1.5****Quiz Maintainer**
edit quiz**USE CASE 1.6****Quiz Maintainer delete quiz****USE CASE 2.2****Quiz Master view quizzes**

Order by: Ascending

JavaScript Quiz 1

Python Quiz 1

Import

[FR8]: The questions can be sorted alphabetically or by date

Edit quiz

[FR9]: Quiz Maintainer can provide a link to Quiz Master to start a quiz.

[FR20]: The user can import a previously created quiz here

[FR8]: All created quizzes are listed here. These can be edited or deleted as needed.

[FR19]: Quiz Maintainer can export quiz.



Order by:

- Ascending ▲
- Descending
- Date Ascending
- Date Descending

JavaScr ↗

Python Quiz 1 ↗

Import

Order by: Descending 

Python Quiz 1			
JavaScript Quiz 1			

 Import

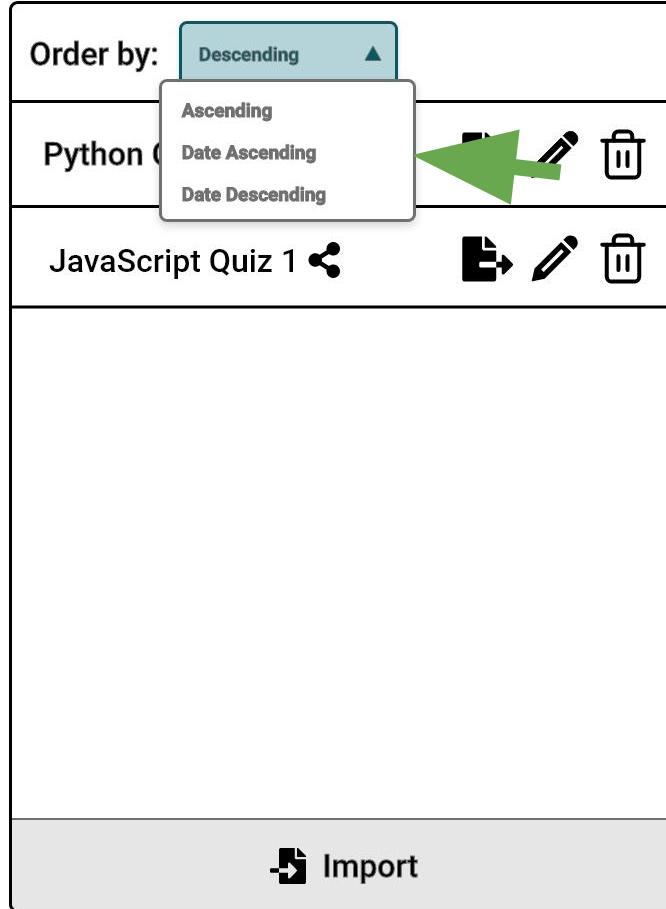
Order by: Descending ▲

Ascending Date Ascending Date Descending

Python Quiz 1

JavaScript Quiz 1

Import



Order by: Date Ascending ▾



Python Quiz 1	🔗	➡️	📝	🗑️
JavaScript Quiz 1	🔗	➡️	📝	🗑️
Import				

Order by: Date Ascending ▲

Ascending
Descending
Date Descending

Python Course

JavaScript Quiz 1

 Import



The screenshot shows a list of quizzes on a platform called WebQuiz. At the top, there's a 'Date Ascending' sorting option. Below it, three quizzes are listed: 'Python Course' (with a dropdown menu showing 'Ascending', 'Descending', and 'Date Descending' options), 'JavaScript Quiz 1' (with a share icon), and an unlabelled quiz (with a share icon). At the bottom is a large 'Import' button. A green arrow points from the 'Import' button towards the 'JavaScript Quiz 1' row, specifically pointing to the edit/pencil icon next to its share icon.

Order by: Date Descending ▾

JavaScript Quiz 1 

Python Quiz 1 

 Import



[FR20]: The user can import a previously created quiz here

Order by: Date Descending ▲

Ascending
Descending
Date Ascending

JavaScr   

Python Quiz 1   

 Import

Order by: Date Descending ▾

Python Quiz 2	🔗	➡️	📝	🗑️
JavaScript Quiz 1	🔗	➡️	📝	🗑️
Python Quiz 1	🔗	➡️	📝	🗑️

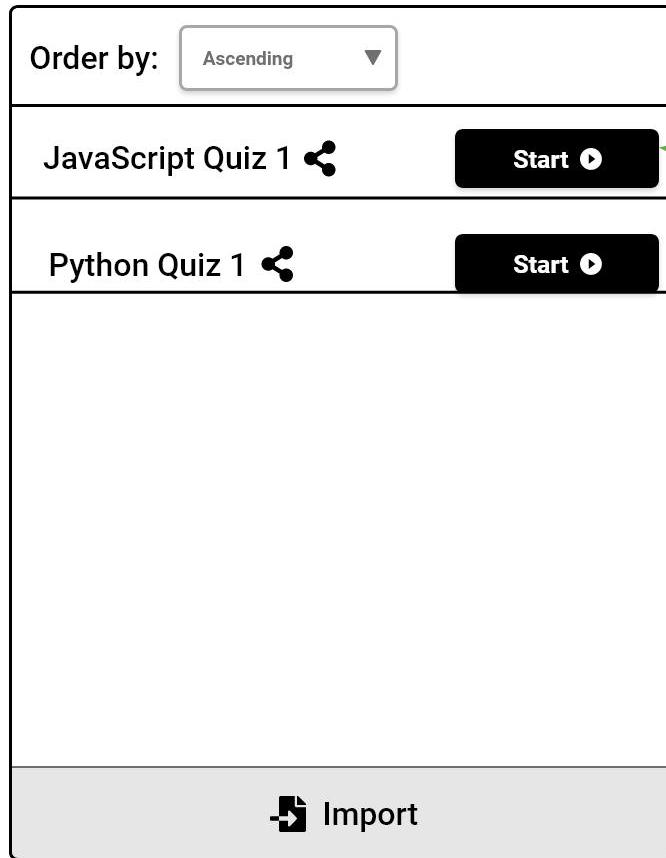
Import

 Delete Quiz

Start Quiz Menu

USE CASE 1.7
Quiz Maintainer start quiz

USE CASE 2.3
Quiz Master start quiz



[FR13]: As a quiz master, this button can be used to start the quiz when ready

[FR20]: A quiz can be imported as a quiz master also

Start Quiz



12

Use Timer

JavaScript Quiz 1

This quiz will consist of Multiple Choice and True or False questions relating to JavaScript



[FR10]: A code is generated that quiz participants can use to join

<https://webquiz.co.uk/190534996>

Copy

[FR12]: The quiz master can enable or disable the timer

USE CASE 2.3
Quiz Master start quiz

Has everyone joined?

Start

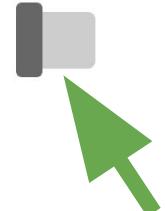


[FR13]: When all participants have arrived the quiz master can start the quiz

Change between participant and Quiz Master

 12

Use Timer



JavaScript Quiz 1

This quiz will consist of Multiple Choice and True or False questions relating to JavaScript

<https://webquiz.co.uk/190534996> Copy

Has everyone joined?

 Start

Change between participant and Quiz Master



[FR17]: The quiz participant can use the link and code to join the session

JavaScript Quiz 1

This quiz will consist of Multiple Choice and True or False questions relating to JavaScript

Please wait for the Quiz Master to start the quiz!

USE CASE 3.0

Quiz Participant join quiz

Change between participant and Quiz Master

Question 1

USE CASE 2.3
Quiz Master start quiz

1

What is console.log()

00:20

[FR11]: Viewing a shared screen that shows question and possible answers.



```
1. Sep 15:53 ..  
9. Sep 2015 bin -> usr/bin  
9. Sep 09:31 boot  
21. Sep 15:50 dev  
21. Sep 09:32 etc  
21. Sep 15:52 home  
7. 30. Sep 2015 lib -> usr/lib  
lib64 -> usr/lib  
23. Jul 10:01 lost+found  
25. Aug 22:45  
26. 30. Sep 2015 opt  
16. 21. Sep 15:52 private -> /home/encrypted  
40000 21. Aug 15:37 proc  
569 21. Aug 15:37 root  
7 30. Sep 15:56 run  
40000 21. Sep 2015 sbin -> usr/bin  
40000 21. Sep 15:51 sys  
11. 40000 23. Jul 15:39 var  
11. 40000 23. Jul 16:25 var
```

A

Outputs text to the DOM

B

Outputs values between the () to the console

C

Initialises Variables

D

Breaks out of loops

[FR14]: Quiz master can manually step through the questions

End Quiz

>

Change between participant and Quiz Master

1

What is console.log()



A

Outputs text to the DOM

B

Outputs values between
the () to the console

C

Initialises Variables

D

Breaks out of loops

 End Quiz >

Change between
participant and Quiz Master

Participant view Question 1

[FR17]: A running multiple choice quiz as it appears to a participant

1

USE CASE 3.1 Quiz Master taking quiz

00:20

A Outputs text to the DOM

B Outputs values between the () to the console

C Initialises Variables

D Breaks out of loops

[FR18]: A participant can choose to separate the questions and answers

Switch to mobile view

Switch to Question view

Change between participant and Quiz Master



EIR2 Responsive
web design

A

B

C

D



Home

Login

Register

A

C

1

What is console.log()

00:20



A Outputs text to the DOM

B Outputs values between the () to the console

C Initialises Variables

D Breaks out of loops

Switch to Answer view

Change between participant and Quiz Master

1

What is console.log()



```
total 49753
Sep 15:53 ..
0. Sep 2015 bin -> usr/bin
0. Sep 09:31 boot
21. Sep 15:50 dev
19. Sep 09:32 etc
21. Sep 15:52 home
30. Sep 2015 lib
7 30. Sep 2015 lib -> usr/lib
14 23. Jul 10:01 lib64 -> usr/lib
14 23. Jul 10:01 lost+found
156 30. Sep 2015 mnt
16 21. Sep 2015 opt
6 21. Sep 2015 private -> /home/encrypted
40000 21. Aug 15:37 proc
560 21. Aug 15:37 root
7 30. Sep 2015 run
40000 21. Sep 2015 sbin -> usr/bin
0 21. Sep 2015 sys
1 21. Sep 15:51 var
1 40000 21. Sep 15:39 usr
1 40000 21. Jul 10:25 var
```

A

Outputs text to the DOM

B

Outputs values between
the () to the console

C

Initialises Variables

D

Breaks out of loops

Switch to Answer view

Change between
participant and Quiz Master

1

A Outputs text to the DOM**B** Outputs values between
the () to the console**C** Initialises Variables**D** Breaks out of loops[Switch to Question view](#)
Change between
participant and Quiz Master

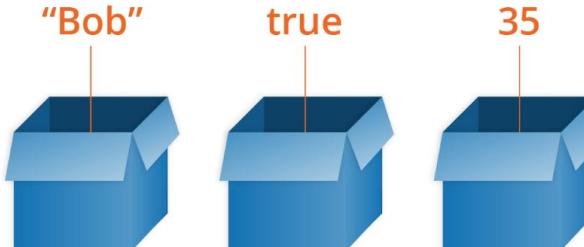
Question 2

[FR17]: A running true or false quiz
as it appears to the quiz master

2

Variables can be made using var

00:10



True

False

[FR15]: A running quiz can be stopped if necessary

End Quiz

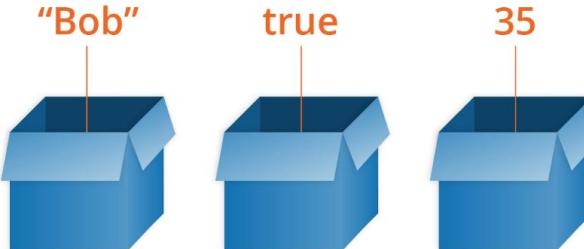


Change between participant and Quiz Master

[FR14]: The quiz master can step through the quiz as needed

2

Variables can be made using var



True

False

End Quiz



Change between
participant and Quiz Master

Participant view Question 2

[FR17]: A running true or false quiz
as it appears to a participant

2

00:10

True

False

Switch to
mobile view

[Switch to Question view](#)

Change between
participant and Quiz Master



True

False



Home

Login

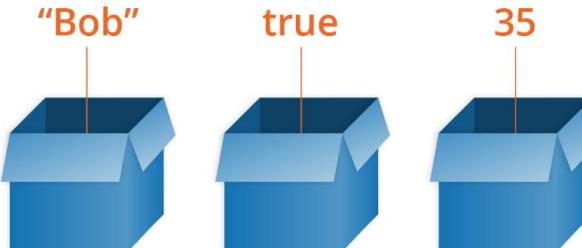
Register

True

2

Variables can be made using var

00:10



True

False

Switch to Answer view

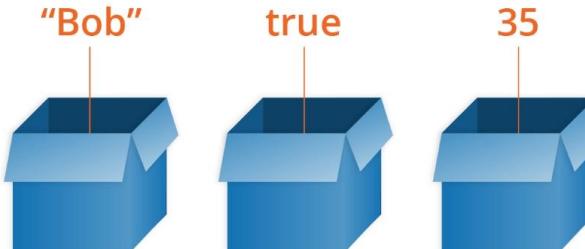
Change between
participant and Quiz Master

2

True**False**[Switch to Question view](#)[Change between participant and Quiz Master](#)

2

Variables can be made using var



True

False

Switch to Answer view

Change between
participant and Quiz Master

Question 3

3

How do you do a for loop in JS

00:40



A

```
if(1==val) {  
    console.log("Test");  
}
```

B

```
loop {  
    console.log("Test");  
}
```

C

```
for(i=0; i < 10; i++) {  
    console.log("Test");  
}
```

D

```
while(i<10) {  
    console.log("Test");  
    i++;  
}
```

 End Quiz >Change between
participant and Quiz Master

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 End Quiz

>

Change between
participant and Quiz Master

Participant view Question 3

3

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[Switch to Answer view](#)[Change between participant and Quiz Master](#)

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[Switch to Answer view](#)Change between
participant and Quiz Master

Question 4

4

 $1 === '1'$

00:30

====

True

False

 End QuizChange between
participant and Quiz Master

4

 $1 === '1'$

====

True

False

 End QuizChange between
participant and Quiz Master

Participant view Question 4

4

00:30

True**False**[Switch to Question view](#)[Change between participant and Quiz Master](#)

4

 $1 === '1'$

00:30

====

True

False

[Switch to Answer view](#)[Change between participant and Quiz Master](#)

4

True**False**[Switch to Question view](#)[Change between participant and Quiz Master](#)

4

 $1 === '1'$

====

True

False

[Switch to Answer view](#)[Change between participant and Quiz Master](#)

Results

[FR16]: At the end of the quiz an individual score will be given

Your total marks is **45/45**

100%

Your total marks is **10/10**

100%

Your total marks is **10/45**

22%