TRIVIA HUNT

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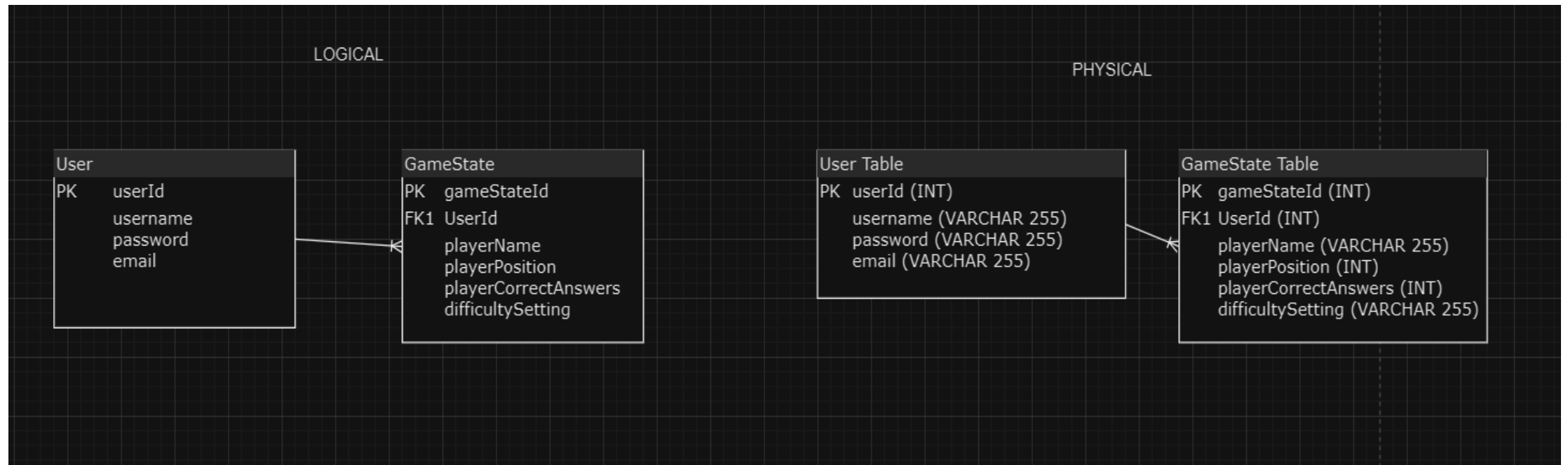## IOD CAPSTONE PROJECT

PRESENTED BY JAMES BAIN

Description

Trivia Hunt is a game where you move around a board and answer questions from different categories, which is inspired from the popular game Trivial Pursuit.

Purpose

To create a fun trivia game inspired by trivial pursuit that people can play for free to test their intellect

Product Design

Physical and Logical Models

FIGMA

https://www.figma.com/file/nr1Rq0fxCbdNc1vToqeQP1/Capstone-Project?type=design&node-id=0%3A1&mode=design&t=EEloW0LU0gA5OiVr-1

User stories

#	User Story Title	User Story Description	Priority	Notes
1	User Profile Update	As a registered user of the platform, I want to update my profile information, so that my account reflects accurate and up-to-date information about me.	High	Basic CRUD operation deployment
2	Start New Game	As a player, I want to initiate a new game from the main menu so that I can begin playing trivia. This feature should allow players to start fresh with a new game session, displaying the game board as soon as the new game is started.	High	
3	Move Around the board	As a player, I want to roll a dice to determine my movement around the game board. This feature should enable players to progress in the game by moving their token/ to different spaces on the board.	High	
4	Answer Trivia Questions	As a player, I want to encounter trivia spaces on the game board so that I can answer questions. This feature should present players with trivia questions when they land on specific spaces, allowing them to engage in the game's main mechanic of answering questions.	High	
5	Track Score	As a player, I want to see my current score displayed on the game interface so that I can track my progress. This feature should dynamically update the player's score as they answer questions correctly or incorrectly, providing a visual representation of their performance.	High	
6	Save Game	As a player I want to be able to leave a game and then return to it later.	High	

Minimum Viable Product (MVP)

- Gameplay
  - Ability to roll a virtual dice
  - Ability for the player to move around the board in one direction based on the value of the dice roll
  - When a player lands on a space the question from the category associated with that space is displayed on the screen
  - Question answering
    - Correct: Player should add a correct answer to the tally
    - Incorrect: Player should keep the same correct answer tally
  - If the player answers 6 answers correctly they win and the game ends
  - Ability for the game state to be saved to a user
  - Ability for a game state to be loaded from a user
  - Once a game is finished its removed from the load game list
- Users
  - Creation of user through form including username, password, email address and difficulty settings (which has its own table associated with it)
  - If an account already exists, the user should be able to just log in
  - Should have the ability to use RUD operations via user profile screen
    - Read what their current username, email address, password and difficulty settings
    - Be able to update username, email address, password and difficulty settings
    - Be able to delete your account
  - Users have game states (in a separate table) saved to their accounts if they have previously played and left the game without finishing
- Home screen
  - Choose to load a game
  - Choose to start a new game
- Database
  - Table for users (id (PK), name, email, password, difficulty setting id (FK))
  - Table for game state (id (PK), userId (FK), player Nickname, player Position, player Correct Answers)

Minimum Viable Product

Enhancements
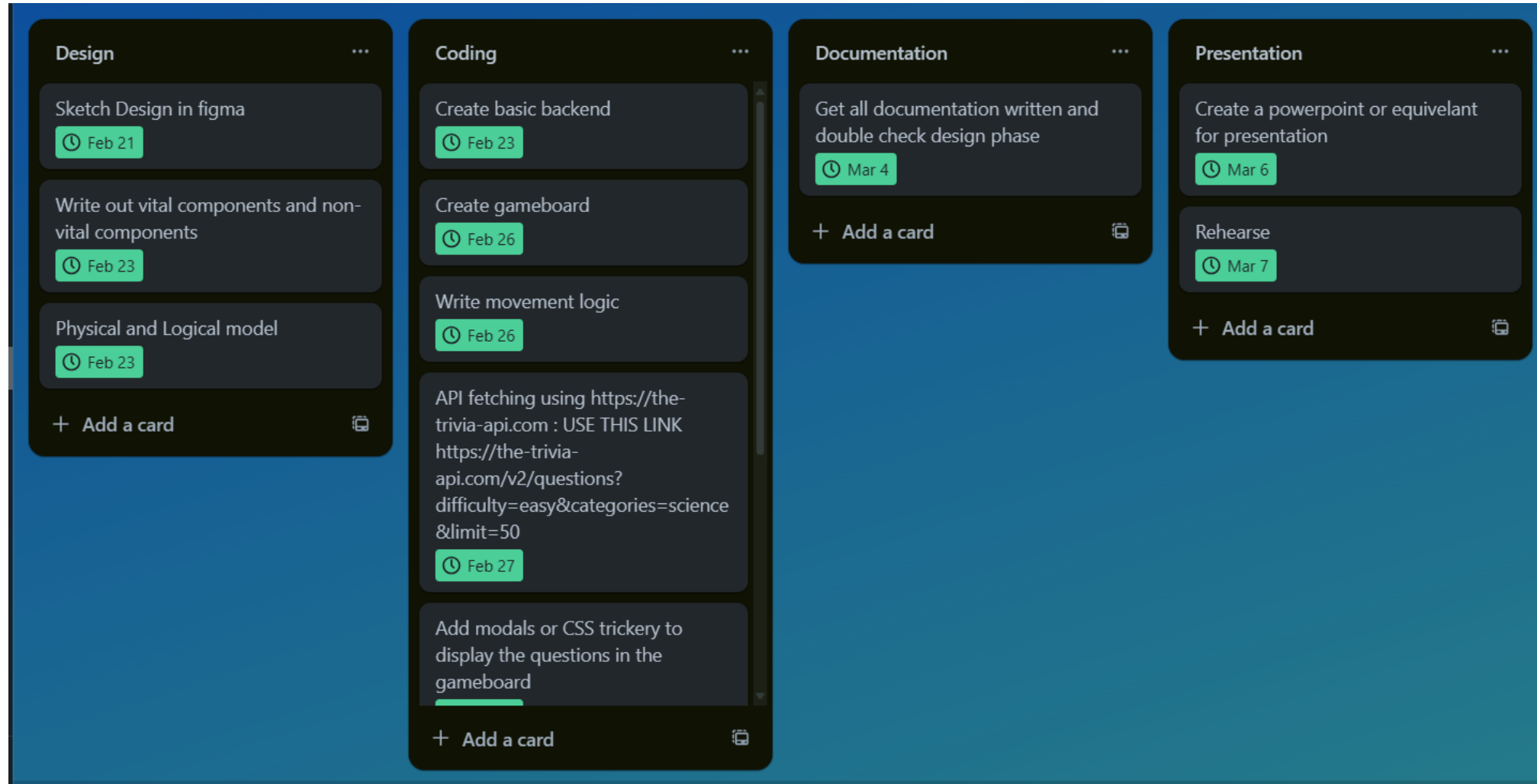
Gameplay:

Adding multiple players

Adding online play

Animations for movement and getting correct and incorrect answers

Overhaul UI

Add multiple movement directions

Add a larger board with more pathways

Project Planning

Testing

Performed manual testing

Unit testing

Postman CRUD testing

User testing

Lots of comments written

Implementation

Would ideally have put the application on AWS for deployment

DEMO