**ENHANCING DIGITAL GOVERNMENT AND ECONOMY**

Digital Skills for Students

# Final Project

## Picture Quiz Game – Animal Edition

**Submitted By**

Name: Jannatul Mawya Sony

ID: 21303079

Organizer University: Jagannath University

Venue: International University of Business, Agriculture and Technology (IUBAT)

Dept./Institute/Centre: Computer Science and Engineering (CSE)

Unique Batch Number: 03

Training Track/Course Name: Front-End Development (HTML, CSS, JavaScript)

## 1. Project Overview

Picture Quiz Game – Animal Edition is a fun and educational web-based quiz application where users identify animals from images. The game challenges users with 10 image-based questions, each displaying an animal and offering multiple choice answers. Players select the correct option, and their score is calculated based on the number of correct answers. This game is especially designed for children and learners to test and improve their animal recognition skills.

## 2. Project Objective

The objective of this project is to create an interactive and responsive quiz application that helps users, especially young learners, enhance their knowledge of animals through engaging visual questions. The game combines entertainment with education and is accessible across various devices.

## 3. Features

• Home Page: A welcoming interface with a start button that initiates the quiz.

• Game Page: Displays 10 animal pictures, one at a time, with multiple-choice answers.

• Result Page: Shows total score out of 10 and correct answers for all questions.

• Responsive Design: Works seamlessly on desktops, tablets, and mobile devices.

• Interactive User Interface: Simple and clean layout with intuitive navigation.

## 4. Technical Details

Frontend Technologies:

• HTML5: Structures the pages including home, quiz, and results.

• CSS3: Styles the pages for responsive layout and attractive visuals.

• JavaScript (ES6): Handles quiz logic, answer validation, scoring, and result display.

Game Logic:

• Loads a set of 10 animal image questions from a question bank.

• Tracks the user’s answer selections and calculates the score.

• Shows correct answers after the quiz ends.

UI Elements:

• Image Display Area: Shows one animal image per question.

• Answer Options: 3–4 choices per question.

• Score Tracker: Final score shown at the end.

• Navigation Buttons: “Start Quiz”, “Next Question”, “View Results”, and “Play Again”.

## 5. Future Improvements

• Randomized Questions: Shuffle questions and answer options for replayability.

• Timer-Based Mode: Add a timer for each question to add difficulty.

• Categories: Include categories like “Birds”, “Wild Animals”, “Sea Creatures”, etc.

• Leaderboard: Track high scores across sessions or among users.

• Sound Effects: Add background music and sounds for correct/incorrect answers.

• Multilingual Support: Offer the quiz in multiple languages for wider reach.

## 6. Conclusion

The Picture Quiz Game – Animal Edition provides a simple, engaging, and educational experience for users. Developed with core front-end technologies (HTML, CSS, JavaScript), this game promotes learning through interaction and visuals. It is fully responsive and designed for learners of all ages. With potential for enhancements like leaderboards, audio cues, and categorized questions, the game offers a strong foundation for further development.