



School of Science, Computing and Artificial Intelligence

The University of the West Indies, Five Islands

COMP1210 - Group Project

1 Introduction

- This project is worth 10% of your final course work.
- Each group will have atleast 3 Participants.
- Bonus 5 marks will be added for demonstrated creativity and Project UI/UX designs.
- Grading will be based on the following criteria:
 1. all data members of class must be private.
 2. classes and methods are implemented appropriately.
 3. program behaves as intended and there are no errors.
 4. proper use of exceptions where necessary.
 5. program runs without errors
 6. creativity in representating questions and their solutions in the program
 7. design and supporting documentation.

2 Project Description

Create a two-player turn-based Quiz game to allow players to answer questions on any topic discussed in class. The topics to choose from are data structures, object-oriented programming, abstraction or algorithms analysis in Java as discussed in class. Your developed program should randomly read a question from a questions text file containing sample questions and ask player one or player two to supply the answer. The player answers are matched to the question's correct answer and if correct the count of the correct answers is stored for that player. This system should then display a new question for the other player to respond to. The number of correct responses is recorded. The process is repeated changing the players' turn each round and the winner is decided after 6 rounds, ie. each player answered 3 questions. For the first round, the system should randomly select a player to respond to the question posed. For the second round and other rounds, a player should be selected based on which player was picked to answer the previous question. If player 2 is selected at the beginning then player 1 is selected next and the players keep switching turns until 6 questions have been asked. At the end of the 6th round, the player with the most correct choices wins the game. If the players have an equal number of correct answers the game ends in a draw and replay is required. If there is a winner replay is optional. At the end of the 6 rounds, display a summary of the wrong answers and correct solutions.

Problem analysis: (discuss the problem both the input and expected outputs)

Problem design: (show how your program is structured (classe design and the relationships among classes - Draw a UML class diagram))

Program testing: (use the template attached to document your test-cases and the test results)