Quiz Game Project

Scenario:

- As a Boot Camp Instructor
 I wish to create a timed quiz on CSS fundamentals that stores high scores
 so that I can gauge my student's progress compared to their peers.

Functionality:
- A student begins to take the test
- then they click a start button to begin the test
- then a timer starts and they are presented with a question
- when they answer a question
- when the question is correct they are awarded points
- then they are presented with another question
- when they answer a question incorrectly
- then they receive a time penalty which subtracts from their remaining time
- when time runs out or all the questions are answered
- the quiz is over
- then they are given the option to save their information to join the leaderboard.

Links to the concepts used
- https://www.interaction-design.org/literature/topics/design-thinking
- https://www.w3schools.com/js/js_variables.asp
- https://www.w3schools.com/html/html_tables.asp
- https://www.w3schools.com/cssref/css_selectors.asp
- https://www.w3schools.com/css/css3_flexbox.asp
- https://www.w3schools.com/js/js_loop_for.asp
- https://www.w3schools.com/js/js_loop_while.asp
- https://www.w3schools.com/js/js_break.asp
- https://www.w3schools.com/js/js_arrays.asp
- https://www.w3schools.com/tags/tag_input.asp
- https://www.w3schools.com/tags/tag_button.asp
- https://www.w3schools.com/tags/att_onclick.asp
- https://www.w3schools.com/js/js_functions.asp
- https://www.w3schools.com/js/js_htmldom_methods.asp
- https://www.w3schools.com/js/js_htmldom_document.asp
- https://www.w3schools.com/js/js_htmldom_elements.asp
- https://www.w3schools.com/js/js_htmldom_html.asp
- https://www.w3schools.com/js/js_popup.asp
- https://www.w3schools.com/js/js_timing.asp

- https://www.w3schools.com/js/js_json_parse.asp
- https://www.w3schools.com/js/js_json_stringify.asp
- https://www.w3schools.com/js/js_object_definition.asp