Trivia Game:

CSC 330 Group Project Abstract Description:

Brain Blitz is a versatile and interactive multiplayer trivia game aimed at college students and trivia enthusiasts alike. This project will use Java's programming capabilities to create a dynamic gaming experience where users can test their general knowledge in a competitive environment. Brain Blitz is built upon a diverse question database that spans multiple topics, including history, science, geography, and pop culture, ensuring that every game is both challenging and educational. The game's architecture supports real-time interactions and scoring, encouraging players to respond with both speed and accuracy to gain points and climb the leaderboard.

Each player's journey is tracked through personalized accounts that detail their achievements. These profiles are important to create a competitive site and spotlight the importance of the leaderboard. Social features will be integrated into Brain Blitz, allowing students to challenge classmates, and share results on social media. The primary objective of this Java project is to demonstrate the practical application of programming skills in creating an engaging and functional application. Brain Blitz aims to merge education with entertainment, providing a platform that is as informative as it is enjoyable.

CSC 330 MoSCoW Prioritization:

Here's your text with the asterisks removed:

Must-Have Features:

1. Multiplayer Functionality: Essential for allowing multiple players to join and compete in trivia sessions in real-time, crucial for the interactive nature of the game.
2. Comprehensive Question Database: An updatable database that includes a wide range of topics to ensure the game remains challenging and educational.
3. A Scoring System: Immediate feedback on answers based on accuracy and the speed of responses, fundamental for maintaining competitive gameplay.
4. User Profiles and Authentication: Secure user registration and login process, with personalized profiles to track individual game statistics and history.
5. Leaderboards and Ranking System: Real-time updating leaderboards that display rankings globally.

Should-Have Features:

1. Customizable Game Sessions: Allows players to set specific parameters for games, such as topic focus or difficulty levels, enhancing user engagement.

2. Social Integration: Features for players to connect with friends, challenge them to matches, and share results on social media, which promotes the game through community interaction.
3. Guest Mode: Allows new users to play the game without creating an account, encouraging trial and potentially increasing new user acquisition.

Could-Have Features:

1. Achievements and Rewards System: Badges and rewards for completing specific challenges or reaching milestones, which can help in player retention and satisfaction.
2. Extended Analytics for Players: Provides detailed post-game analytics that help players understand their performance, highlighting strengths and areas for improvement.
3. In-Game Chat Functionality: Enables players to communicate during games, increasing the social and interactive aspects of the game.

Won't Have Features (for now):

1. AI Opponents: Automated opponents for practice sessions or when other players are not available. This feature would be complex and resource-intensive to develop initially.
2. Multilingual Support: Offering the game in multiple languages to cater to a global audience, which, while beneficial for expanding the user base, is not critical for the initial phase.

CSC 330 UML diagram: