

# TRIVIA Game



# Elevator pitch

Looking for a fun way to develop your general knowledge?

Try out our trivia game.

The aim of the game is to learn more about you favourite topics.

With hints available for every question you will be able to deep dive into areas that you are less familiar with.

The aim is to learn more and to have fun. No stress no time limit.

# Concept

This application is designed to help time poor individuals to continue on their journey of self improvement. This a tool to help grow your knowledge in casual, fun and easy manner. Whether a person has a spare five minutes on public transport, they are waiting for a meeting to start, the kids are entertaining themselves for once, or they have finally hit the couch after a long day-this application is waiting, full of knowledge.

# User Story

AS a motivated but time poor person  
I WANT to take advantage of small amounts of free time in my day  
SO THAT I can improve my knowledge in a casual, fun and easy manner

GIVEN I want to improve my knowledge  
WHEN I have a limited amount of time  
THEN I can generate a short quiz to test my knowledge  
WHEN I want to improve my knowledge in specific areas  
THEN I can select from categories of interest  
WHEN I don't know an answer  
THEN I can easily get a hint to help me  
WHEN I find an answer or question interesting  
THEN I am able quickly and easily find out more information  
WHEN I answer a question incorrectly  
THEN I am given the correct answer and the opportunity to learn more about this answer  
WHEN I finish the quiz  
THEN I am provided with my results  
WHEN I come back to the application  
THEN I can see my accumulated score  
WHEN I continue to use the application  
THEN I am able to progress through levels or stages

# Concept Development

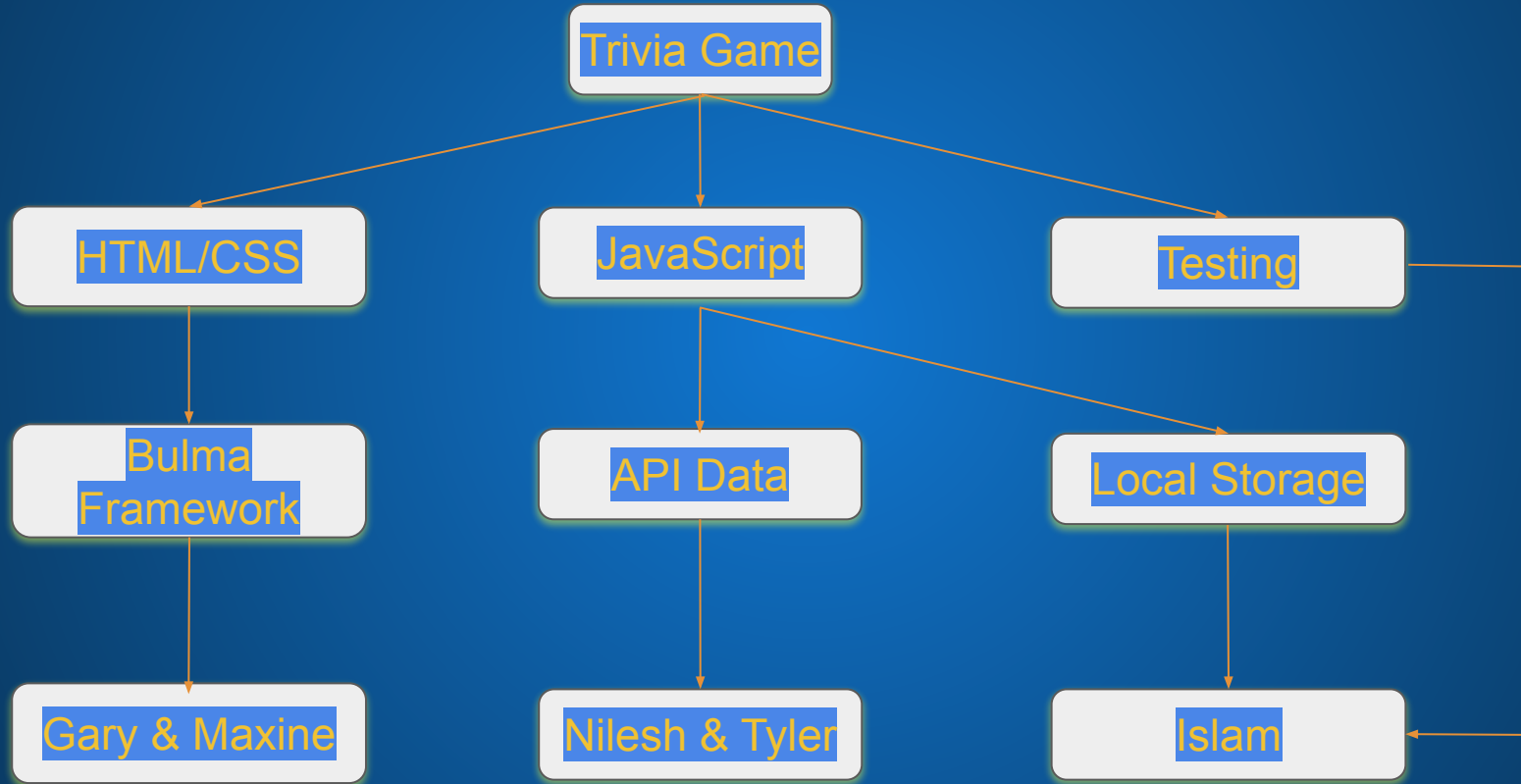


# Technologies Used

- HTML
- CSS
- Bulma CSS framework
- JavaScript
- Ninja Trivia API
- Wikipedia API



# Breakdown of Tasks and Roles



# Challenges

- Working with github branches, negotiating with the command line and general github problems working with multiple people
- Finding time to get together outside of class
- Deciding which CSS framework to use and learning how to use it



# Successes

- Communication
- Teamwork
- Collaboration
- Trust
- Agreed on what the MVP would look like early on

Demo

# Directions for Future Development

1. Login and Signup
2. Mobile app and Download
3. Able to share progress on your Socials
4. Leaderboard

# Links

- GitHub Repository: <https://github.com/NileshPatel83/Trivia-Games>
- Website: <https://NileshPatel83.github.io/Trivia-Games/>

Q & A