Veritas - Project Proposal

Game-Application

# Introduction:

Our game application will be a GUI-based application named Veritas. The user will be allowed to choose between different game categories where they will have to answer questions correctly to obtain points. If they choose math, they will have to answer arithmetic questions. They will also have the option to choose the difficulty range by school level. The goal of our GUI application is to create an application that allows the user to test their knowledge while also having fun.

# Project Background:

When the user first opens the application, they will be presented with a Menu page containing the starting button which will lead the user to the Category page. The Menu page will also have a settings button that will allow them to make some changes. When the user enters the Category page, they will have the chance to select the different category they wish to play. The user will also be able to choose the difficulty of the questions they want to answer. Finally, after choosing the difficulty of the game, they will be sent to the Game Page where the user finally gets to have fun. For instance, if the user chooses Geography, they will be given a list of questions related to geography. On the other hand, if the user chooses History, the questions given to them will be related to history. If they select the wrong answer, the true answer will be shown to them at the end. Furthermore, the user can always return to the Category page if they wish to change the subject by pressing the return button.

# Solutions and approach:

## Main Page

The main page will have three buttons for the user to interact with the page. The first button will be the “Start” button, it will lead the player to the next page called the Category page, which will be further explained afterwards. The second button, named “Settings”, will project a dialog over the main page that will present different options they can change in the game, such as the volume of the music game, the volume of the sound of the game and the instructions. Finally, the last button, named “Developers”, will also project dialog over the main page. However, this one will show the developers that worked on this making this game.

## Category Page

The category page will hold various subjects the client can choose from. These subjects will be presented with buttons having the name and an image of the subject. The current examples of subjects we have chosen are:

* Math
* English
* History
* Programming
* and more (if we have more time left).

After selecting a subject, the user will be sent to the next page, the difficulty level page, which will be further explained in the next section.

## Difficulty Level Page

The Difficulty Level page will show three different levels of difficulty that the player can choose. Each one will have different types of questions depending on the level chosen by the player. If the user picks a low difficulty, they will have easy questions. However, if they choose a higher difficulty the question will be difficult and complicated or may take more time to answer.

## Gaming Page

The Game page will mostly have multiple choice questions. The application will present the user with an image or question, and the user will have to answer by pressing the right answer. If the user gets the wrong answer they will go to the next question until they reach the final question and when they have completed all the questions, they will be shown their mistakes (if they had one).

# Who will take ownership of the application?

This is an application that is meant for everyone. It benefits anyone of all ages. To start with, say you have a child around the age 2 – 3, and you want them to learn about shapes, letters, or numbers, then a question-and-answer game is a great solution. When they get the answer right and the parents get impressed, then the parents can get rewards like chocolate and candies or a trip to the amusement park. The Parents are the one to reward them. Similarly, this can also be used in schools. For teachers specifically, they can use the question-and-answer format to do practice quizzes to help their students. This application can also be used as a reviewer for students struggling with exams in college. Also, instead of having someone ask you some questions and wasting time looking for the solutions, everyone can pick a category or subject that they like to study and use it as a mock exam and they can do it together.

# Additional Documents:

Basic programming: <https://www.w3schools.com/>

History questions examples: <https://www.rd.com/list/history-questions/>

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