

**NATIONAL UNIVERSITY OF COMPUTER & EMERGING
SCIENCES, KARACHI**



**COAL LAB
PROJECT PROPOSAL**

Quiz Game(“Kaun Banega Crorepati”)

Group Members:

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Introduction:

The game concept is inspired by the famous TV show KBC but with some amendments to make it more exciting. The game will support multiple game modes to keep it engaging. The main aim of the project is to implement the best of our knowledge of assembly language to mimic the game format, trying to keep it confined within our syllabus scope.

Salient features:

→ Basic three game modes:

◆ 1V1 to compete with a friend

- Customize the quiz format by determining the type of questions by choosing from categories and the number of questions for participants. Allow to toggle between allowing negative marking or not and specify the number of skips allowed.

◆ Rapid Fire Round

- The fastest 60 seconds of your life!
Attempt as many questions as you can but the fun part is the moment you get it wrong, your run to be the part of leaderboards ends!

◆ KBC format

- 15 rounds filled with intensity!
Each correct answer will climb you upwards towards glory.
Caution: one wrong answer will spill the water on your hard-earned prize.

- Categories to choose from:
 - ◆ General Knowledge - That's quite self-explanatory! Isn't it?
 - ◆ Programming Fundamentals - Check your basics of programming and logic building
 - ◆ Mental Math - Simple Mathematical Equations involving the BODMAS rule, arithmetic equations, indices etc.

- Previous Leaderboards
 - Know what previous players have achieved so far!

Technologies used:

- Visual Studio
- Assembly Language Fundamentals

Implementation in real life:

- A fun way to learn.
- A teaching aid for instructors to test the students.
- A customized quiz plan allows students to compete against each other fairly.
- Random questions from the question bank to ensure fair grading.