COMPUTER ORGANIZATION AND ASSEMBLY LANGAUGE

QUIZ GAME

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<u>CONTENTS</u>

- INTRODUCTION
- SYSTEM MODEL
- RESULT
- FUTURE WORK

INTRODUCTION:

We have developed this game to ask users some general IQ based questions to calculate his/her IQ. This will help the user to find out his IQ level through this game. This system will also keep track of the players who have played this game. This game will contain different levels of difficulty which are:
LEVEL 1(EASY)
LEVEL 2(NORMAL)
LEVEL 3(HARD)
This project is aimed to build a fully functional game to achieve the efficiency of Quiz Game and will help users to improve his/her IQ and in the end of the game the user will find out his/her IQ level and standing with the track of score.

SYSTEM MODEL:

Algorithm of quiz game is that at the starting the program will ask the user whether he must play a normal quiz game, or the user wants to play an IQ game.
After this on the choice of user the program will take it to that game for suppose if user selects quiz game, then the user will be taken to quiz game and their user will be given 5 lives to complete the game at the end of program the overall score of users will be displayed. Score will be calculated by a criterion that on giving the right answer of LEVEL1 question users will be awarded 1 point for LEVEL2 questions 2 points will be awarded and for LEVEL3 questions 3 points will be awarded.
If the user selects an IQ game, then the user will be taken to an IQ game where no life count will be available just the user has to enter answers and at the end of the program there will be an IQ percentage shown to the user on the basis of the answers he has done right and according to that IQ percentage there will be an IQ standing for e.g. (EXCELLENT/FAIR/POOR).

RESULTS:

All level questions were compiled in one single program and a main procedure was created where the user was given a choice to either play a Quiz game or an IQ based game. This was done by comparing the choice and calling out the specific function to meet player's demand. Data members according to the function were made which were used throughout the program.
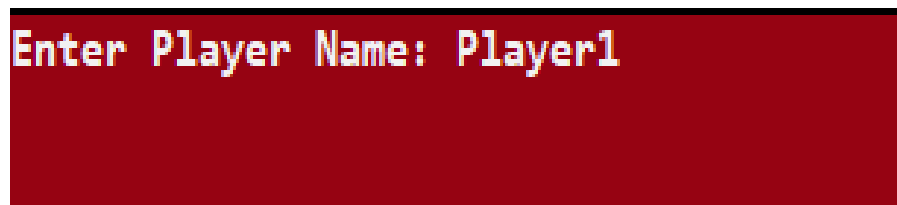
The program is built to meet all the basic functionalities of a normal quiz game and an IQ game where the user can find his/her IQ percentage and standing.

Some sample outputs are attached.

Main Screen:
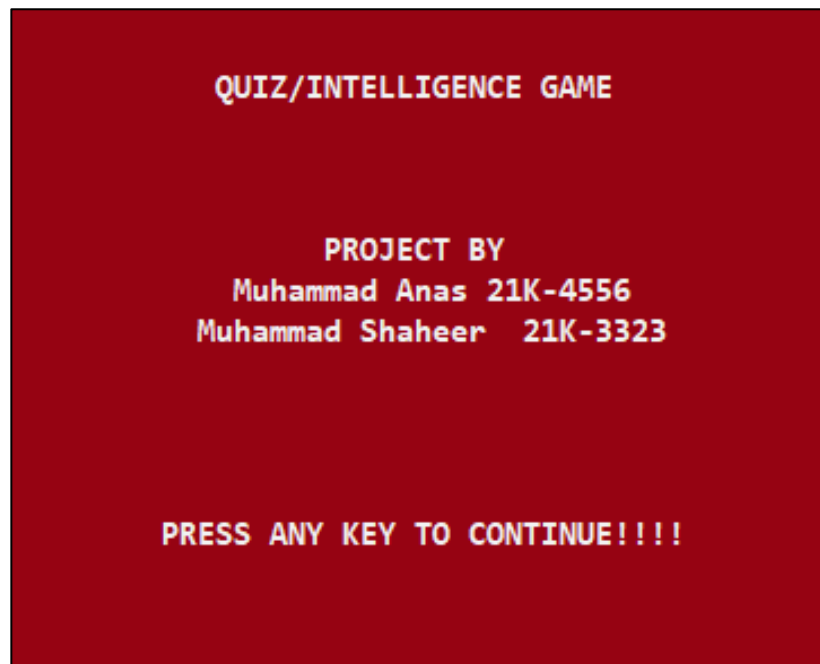
### Player Entry:

Level Based Questions:

```
WHAT DO YOU WANT ?
1:PLAY A QUIZ GAME
2: CALCULATE YOUR IQ
Enter choice: 1
Q1).How many sides are there in a hexagon?
1) 6
2) 2
3) 3
4) 5
1
Q2).Area of a square with L=4 and B=3
1) 7
2) 14
3) 16
4) 12
2
Q3).Name of current president of America
1)BArrayAak Obama
2)Joe Bidden
3)Trump
4)Henry Clinton
4
Q4).If speed of car is 10km/h, how far will it reach in 3 hours?
1) 25km
2) 30km
3) 13km
4) 50km
1
```

Quiz Score:

```
YOUR QUIZ SCORE: 6

E:\STUDY A\3rd Semester\COAL LAB\Project\Debug\
Press any key to close this window . . .
```

Game Status Message:
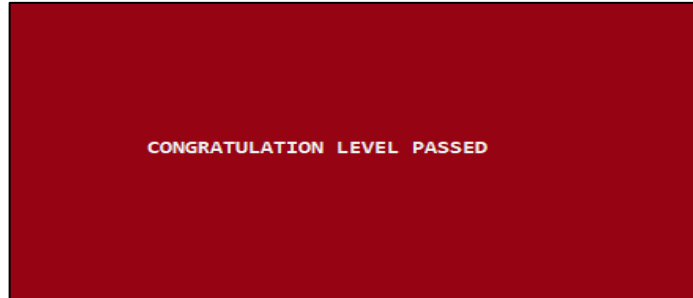
FUTURE WORK:

In the future we want to add more modifications on this program by making it more efficient by using some efficient algorithms, adding time complexity, and adding a random function to display the questions randomly along with multiplayer functionality in which two users play game one by one and then we compare their IQ's based on their separate answers.