# Team 7 - Web app – Craneware Quiz - Cranehoot

Cranehoot is a quiz that tests the players ability to answer random questions under a time pressure, the player is then able to enter the global scoreboard if the players score is high enough. In order to gain a higher score the players are able to use special power ups that make their next question harder, here are some examples:

* Jumble(Jumbles up the next questions phrasing)
* Short fuse(Reduces the timer of the next question)
* Surprise(Choose a random power up)

In a multiplayer setting the score does not count towards the global scoreboard, only in solo play, however there will be a score board at the end which shows the best player among the group. In multiplayer mode the powerups are used to surprise the players opponents in order to mess up their score. (There will be more powerups in multiplayer than single player)

Team 7 will be developing the quiz as a webapp with the target platform of browsers. This was chosen primarily because a large variety of internet accessible devices (phones, tablets ,laptops etc) will have access to browsers and as a result will make this quiz much more accessible. In order to make the webapp responsive and scalable for devices of different shapes and sizes bootstrap & Vue.js are used.

Team 7 will be approaching this project utilising agile methodology.

Frameworks:

NodeJS - Backend

Bootstrap - Frontend

Vue.js - Frontend

Online services utilised:

Amazon Warehouse Services Hosting & Database(MYSQL)

**Note: Help and migrate when needed!**

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Finn Stelfox – Frontend

Andrew Holligan – Backend

Daniel Blackley – Frontend

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Archie Rutherford – Backend/Scrum Master

Feng Qu – Data question and research analysis

Peter West – Quality assurance and testing

Daniel Sewerynski – Frontend

Isaac Lowry – Report