WhiteHat Jr
Live Online Coding for Kids

INSTRUCTIONS:

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Goal of the Project:

In Class 37, you structured a car racing game, created properties and functions in each class for the given game states, and displayed all the players with their scores. In this project, you will apply what you have learned in the class to create a multiplayer quiz game and store their response in the database.

Story:

Prakriti loves asking questions. She is thinking of creating her own multiplayer quiz game where she can ask questions to different people at the same time. Use your skills in coding to help her create this **Quiz Game.**
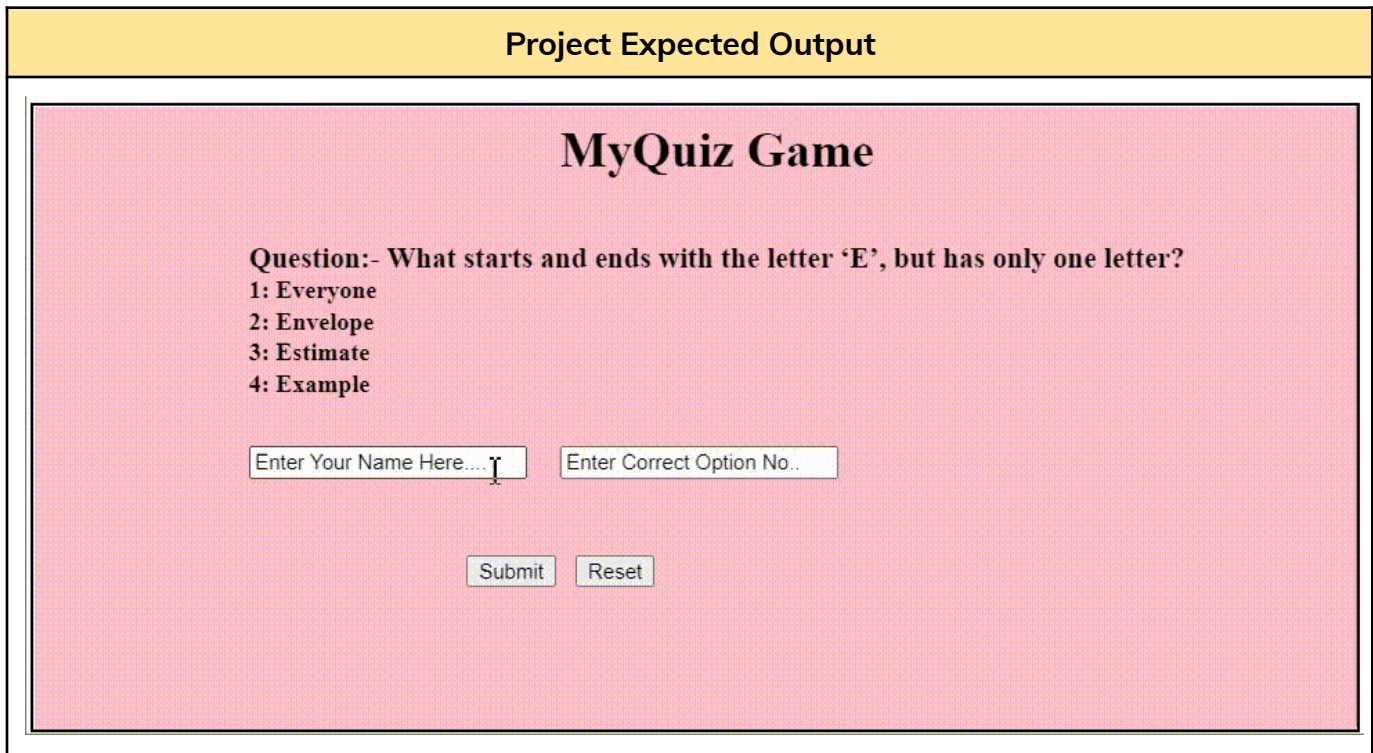
Project Template Output

MyQuiz Game

Question:- **What starts and ends with the letter 'E', but has only one letter?**
1: Everyone
2: Envelope
3: Estimate
4: Example

Enter Your Name Here....   Enter Correct Option No..

Submit   Reset

Project Expected Output

MyQuiz Game

Question:- What starts and ends with the letter 'E', but has only one letter?
1: Everyone
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Enter Your Name Here....   Enter Correct Option No..
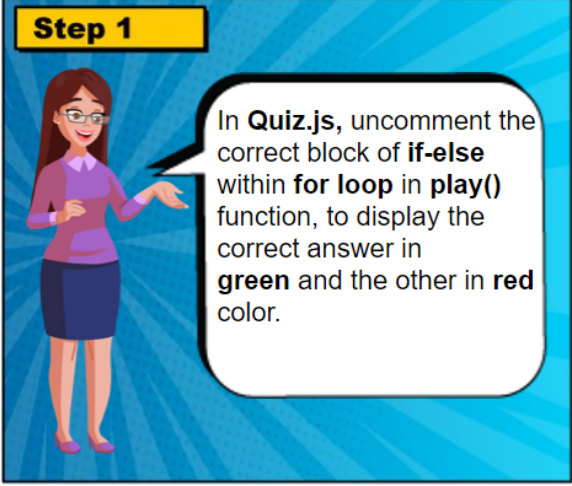
Submit   Reset

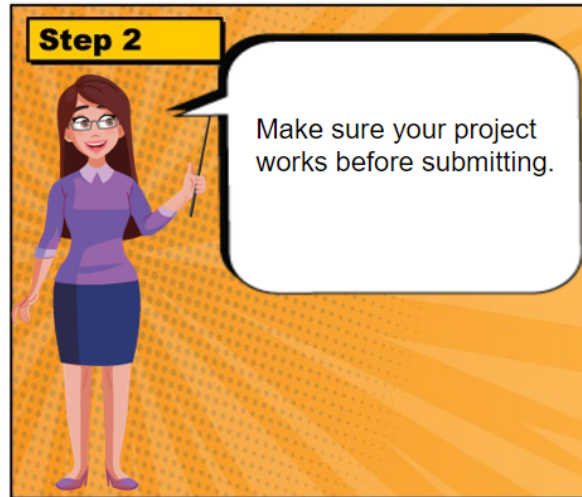***This is just for your reference. We expect you to apply your own creativity in the project.**

Getting Started:

1. Download a project template here.
2. **Unzip** this folder.
3. Rename the unzipped folder as **Project 37.**
4. **Import** this folder **into VS Code**.
5. Start editing your code in **sketch.js**.

Specific Tasks to complete the Project:

Code has been provided, you need to choose the correct block of code by uncommenting it.

Steps	Code blocks

Step 1
 	
In **Quiz.js**, uncomment the correct block of **if-else** within **for loop** in **play()** function, to display the correct answer in **green** and the other in **red** color.
	``js
	// if (correctAns !== allContestants[plr].answer){
	// fill("Green")
	// }
	// else{
	// fill("red");
	// }
	``
	``js
	// if (correctAns === allContestants[plr].answer){
	// fill("Green")
	// }
	// else{
	// fill("red");
	// }
	``
	``js
	// if (correctAns === allContestants[plr].answer){
	// fill("red")
	// }
	// else{
	// fill("green");
	// }
	``
	``js
	// if (correctAns = allContestants[plr].answer){
	// fill("Green")
	// }
	// else{
	// fill("red");
	// }
	``

Submitting the Project:

1. **Upload** your completed project to your **GitHub** account.
2. Create a new repository named "**Project 37**".
3. **Upload** working code to this GitHub repository.
4. Enable **GitHub** pages for the repository.
5. Copy and paste the link to the **GitHub** pages on the **Student Dashboard > Projects panel** against the correct Class Number.

REMEMBER... Try your best, that's more important than being correct.
After submitting your project, your teacher will send you feedback on your work.

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