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School Of Computer Science
University Of Petroleum and Energy Studies
P.O. Bidholi, Via-Prem Nagar DEHRADUN-248007

Bachelors of Technolgy in Computer Science & Engineering

Issue Date: 12 Sept, 2020

Minor ✓ **Major** ☐

Project Title	"Quizander" A Text Based Multiplayer Game	**Mentor Name**	Project Number Mr. Alind

S.No	Rollnumber	Branch	Name	Role	Signature
1.	R133218002	BFSI	Aditya Sharma	Documentation	Aditya Sharma
2.	R133218035	BFSI	Rishav Singh	Implementation	Rishav Singh
3.	R133218020	BFSI	Ritul Priya	Presenter/Researcher	Ritul Priya

Alind

Project Mentor **Head Of Department**

Date							Project Status	
	Title Approval	Synopsis	Mid-Term	End-Term	Progress Report	Total Marks	Authenticity	Yes/ No
R.No	Timly Submission	Marks	MARKS	MARKS	MARKS	MARKS	Satisfactory	Yes/ No

Activity Coordinator

Synopsis Evaluation

Rollnumber		30 Marks: Reviewer1	Reviewer2	Reviewer3	Reviewer4	Reviewer5		30 Marks: Body Language	Dress Code	Communication Skill	Presentation Skill	Analytical Skill	Team Spirit		40 Marks: PPT	Report
	V						FEEDBACK	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	Documents		
	I							1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5			
	V							1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5			
	A							1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5			

Panel Remark

Reviewer 1	Reviewer 2	Reviewer 3	Reviewer 4	Reviewer 5

Mid- Term Evaluation

Rollnumber		30 Marks: Reviewer1	Reviewer2	Reviewer3	Reviewer4	Reviewer5		30 Marks: Body Language	Dress Code	Communication Skill	Presentation Skill	Analytical Skill	Team Spirit		40 Marks: PPT	Report
	V						FEEDBACK	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	Documents		
	I							1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5			
	V							1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5			
	A							1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5			

Panel Remark

Reviewer 1	Reviewer 2	Reviewer 3	Reviewer 4	Reviewer 5

End-Term Evaluation

Rollnumber		30 Marks: Reviewer1	Reviewer2	Reviewer3	Reviewer4	Reviewer5		30 Marks: Body Language	Dress Code	Communication Skill	Presentation Skill	Analytical Skill	Team Spirit		40 Marks: PPT	Report
	V						FEEDBACK	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	Documents		
	I							1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5			
	V							1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5			
	A							1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5	1|2|3|4|5			

Panel Remark

Reviewer 1	Reviewer 2	Reviewer 3	Reviewer 4	Reviewer 5

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Project Title	"Quizander" A Text Based Multiplayer Game	Mentor Name	Mr. Alind

Abstract

We are making a text-based multiplayer game. This game is a sequence of knowledge and fun. This game requires no prior experience. It can be played by anyone. This game can be played in both single-player mode and multiplayer mode. There will be five exciting categories. The player can choose whichever kind it wants to take part in. Each category has three rounds that are, the initial round, the intermediate round, and the final round.
The user can only move to succeeding round until and unless it passes the passing criteria that are different in every round. There will be a time limit. For each correct answer, a point will be credited. There will be a negative marking only in multiplayer mode.
In the single-player mode for each correct answer within a time frame, the player would be rewarded with a point. In the multiplayer mode, the marking system would be based on the first correct answer i.e., anyone who answered correctly in less time would be given more marks as compared to the other player, and if the player will give a wrong answer then there will be negative marking.
The user will get two hints in each round. The highest scorer will be entitled by "QUIZHILIC".
This will be an interesting journey where the fun in each round will be unique and exciting.

Objective

1.Designing the Main Window.
2.Creating an interface for the users to choose from different categories.
3.Inclusion of time for each question.
4.Storing their scores in order to check the high scores.
5.Implementing the algorithms for each round.
6.Displaying the questions randomly using random generator.
7.Designing the interface for multiplayer mode on a single screen.
8.Integration of different categories.

Methodology

We are using the iterative waterfall model for our project. As this model is easily understandable and the main profit of this model is that it allows us to go back on the previous phase and change the requirements and do some modifications if necessary.
As the iterative model has six stages: 1. Feasibility study: We have studied the requirements of the project.
2. Requirement analysis and specification: We have collected the information and discussed the different categories which will be required for this project.
3. Design: We have designed the title page of the game.
4. Coding and unit testing: The coding part of the title page has been completed. We are studying File pointer to store the high score. After learning we will complete the multiplayer programming too.
5. Integration and system testing: The integration and system testing will be done once we complete the coding of both the mode.
6. Maintenance: This will be easily maintainable as we can go to the previous phase and do the changes if required.

Progress 1

1. We have collected all the information and discussed about different categories required for our project.
2. We have designed the main window screen.
3. We have completed the unit coding of Single player mode.

Mentor Remark

	Marks	10	10	10	10	10	10	10	10	10	10
	Rollno/Marks(10)	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6	Step 7	Synopsis	Mid-term	End-Term
	Date/Mentor Signature										

Progress 2

Mentor Remark

	Marks	10	10	10	10	10	10	10	10	10	10
	Rollno	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6	Step 7	Synopsis	Mid-term	End-Term
	Date/Mentor Signature										

Guideline: 1) A project group can be of maximum 4 members and no alteration in the group member will be entertained later.
Guideline: 2) Methodology should have following steps Step1: Literature Review; Step2: Identification Of Requirement (Type Of Data source, Amount Of Data, & Format of Data); Step3: Identification of Algorithm; Step4 : Comparative study; Step5: Design and Development of System/Architecture; Step 6: Implementation; Step7: Results
Guideline:3) Student should upload softcopies of all the documents (reports and power point presentations) in "Project Directory", 24 hrs prior to evaluation.
Guideline:4) Panel member will give feedback to individual on the scale of 1 to 5 and this scale will change for defaulter i.e. 1 to 3 scale.
1: Poor 2: Average 3: Good 4: Excellent 5: Outstanding