**Treasure Hunt Project**

Here are some steps you can follow to get started on your interactive puzzle project:

1. **Choose the soft skills to assess:** Decide on the soft skills you want to assess through the puzzle. Some examples could be attention to detail, problem-solving, creativity, and perseverance.
2. **Design the puzzle:** Come up with a central theme for your puzzle and create a storyline that incorporates clues and challenges that test the chosen soft skills. Make sure to include a minimum of 5 clues, 2 dead-ends, and 1 solution.
3. **Create a wireframe:** Sketch out a rough layout of your website and decide on the placement of different elements such as the login form, puzzle interface, and admin dashboard.
4. **Choose your technology stack:** Decide on the front-end and back-end technologies you want to use for your project. For example, you could use React or Angular for the front end and Node.js or Django for the back end.
5. **Set up user authentication:** Implement a user authentication system that allows users to create an account using their email address and password.
6. **Build the puzzle interface:** Create the front-end interface for your puzzle using HTML, CSS, and JavaScript. Make sure to incorporate all the required features such as storing user progress and allowing users to restart the puzzle.
7. **Implement data storage:** Set up a database to store user data such as their progress, time taken for each step, and solution accuracy.
8. **Create an admin dashboard:** Build a dashboard for the admin to track and analyze the progress of all users.
9. **Deploy your website:** Deploy your website on a cloud-hosting platform such as GitHub.io or Netlify to make it accessible to users.

I hope this roadmap helps you get started on your project! Let me know if you have any other questions.

Skills to be tested:

* Patience: Giving a very long youtube video and asking a question from it.
* Active listing: Giving an mp3 audio and asking a question from it.
* Critical Thinking:
  + You are faced with two doors, one leading to heaven and one to death. There is a guard at each door, one who always tells the truth and one who always lies. You don’t know which guard is which. You can ask only one question to one of the guards to find out which door leads to heaven. What do you ask?

Ans: If I asked the other guard which door leads to heaven, what would he say?” Then you take the opposite door of what the guard answers.

The logic behind this is that if you ask the truth-teller, he will tell you what the liar would say, which is the wrong door. If you ask the liar, he will lie about what the truth-teller would say, which is also the wrong door. So either way, you get the wrong door as the answer and you can choose the other one.

* Problem-Solving:
  + Sudoku game. ( sum of diagonal elements is the clue to next stage )

Q1: What is the name of king who attacked on dwaraka in a flying machine?

Ans: salva, shalava in link

https://www.youtube.com/watch?v=RtZNFG50ciA&t=1213s

Timing: 20:11 sec

