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Reality Check

My second project will be a game called, Reality Check because it will test the user's knowledge on different topics through different types of quizzes. Following are list of some examples of what subjects the quizzes will be on. There will be some quizzes on classic movies and shows like Star Wars, Marvel, Friends, The Office, Squid Game, etc. There will also be quizzes on Korean artists like Bangtan-Sonyeondan, Big Bang, and K-Dramas. To include the younger audience, I will create some Disney and geography quizzes. This idea is so open that I can program endless numbers of quizzes to please any audience since because I need a lot of time to program, I will have about five quizzes in total. The quizzes format will also be different such as one quiz will be pictures-based, another one will be voice-based, the other one will be drag and drop, and much more. My main goal is to apply the techniques I learned in this class to this game and make it a fun game. And also give a reality check to the user.

I plan to create a minimalist UI design with fun colors to create a clean and exciting look. It will be one player quiz game. Instead of having different buttons linking different quizzes, I will have a different quiz appear when the page is loaded. Since I will create five quizzes, meaning I will program them so a quiz will appear randomly. I know that I will have a hard time with this technique because I do not know how to do that. Right now, this game seems easy but because I am a slow learner, so I am not sure how it will turn out to be. But it will be a fun game.







