



**DEPARTMENT OF COMPUTER SCIENCE**

**COS231 Project (CA TEST)**

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**GROUP 12 (QUIZ GAME)**

# DQUIX

**The Dquix is an interactive web-based quiz game designed to help students assess and enhance their skills in coding, computing fundamentals and mathematics. By presenting users with engaging and challenging questions, Dquix aims to make learning more fun and effective.**

**The platform test the student's knowledge through timed quizzes, encouraging quick thinking and problem-solving. Built using HTML, CSS (Tailwind) and JavaScript, Dquix offers a responsive and user-friendly interface optimized for smooth performance across devices.**

**Target primarily at students, Dquix servers as both a learning tool and a self-assessment platform, supporting academic growth in technical subjects.**

# Features

- **Result calculation**

Automatically calculates and display the user's score based on the correct answers after the quiz ends.

- **Username Storage & Greetings**

Promotes users to enter their name, which is stored and then used throughout the quiz for personalized greetings and messages.

- **Randomized Questions**

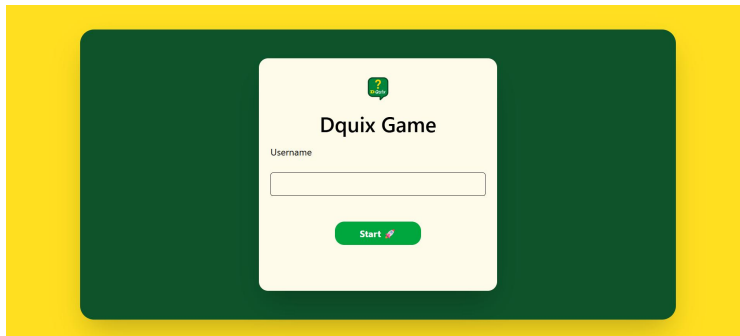
Questions are randomly selected each time the quiz is taken, ensuring a fresh and unique experience for every session

- **100 Question Pool**

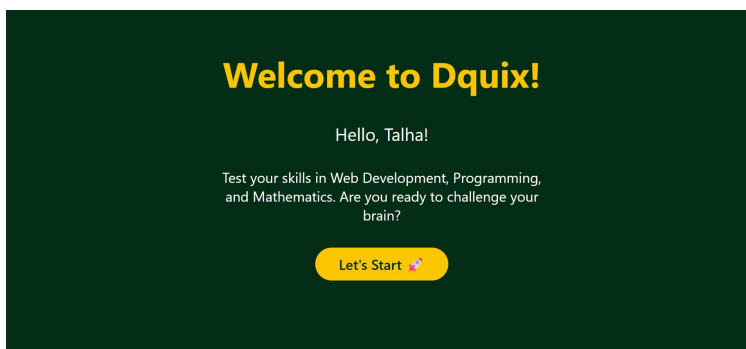
The quiz system is backed by a Javascript 100 carefully curated questions focused on Computer Fundamental, coding and mathematics.

# USAGE INSTRUCTIONS

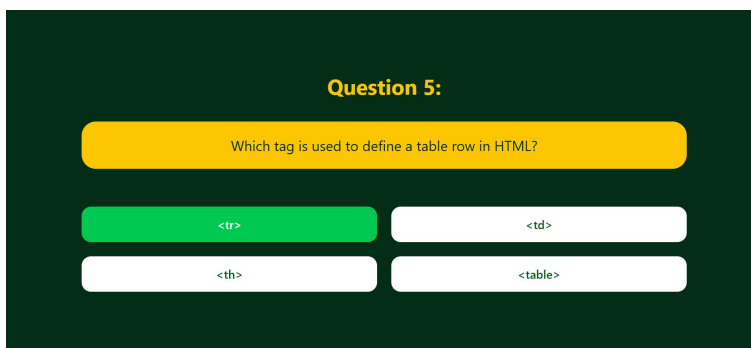
1. Firstly you login using Name/Nickname:



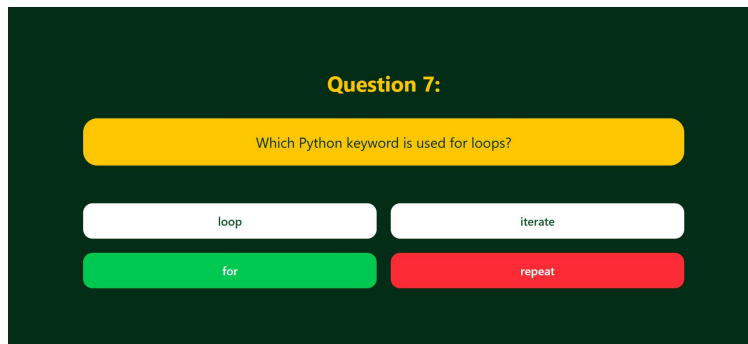
2. Then click on the start button:



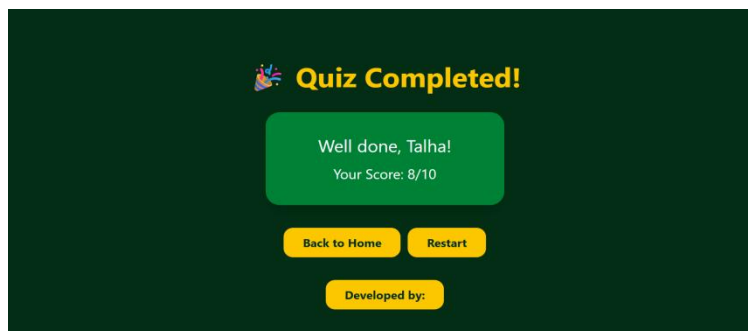
3. When you start the game you choose from the options if it's correct the option you chose will return to green:



4. But when it's wrong the chosen options will return red while the correct answer will return to green:



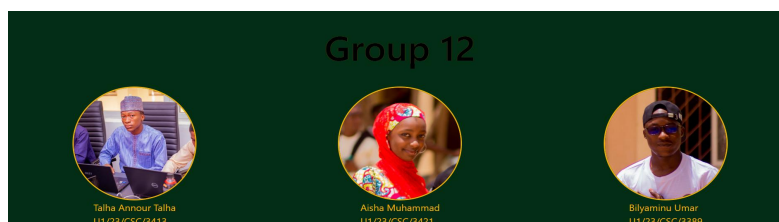
5. When finish the game the Result will be displayed:



6. When the user clicks on the (Back to Home) button it will allow the user restart the game with same username.

7. And if he/she clicked on the (Restart) button it returns the user it the login page.

8. While when you click on the (Developed by:) button it will show the user the developers of the Dquix game.



# SYSTEM DESIGN

We used HTML, Tailwind CSS and JavaScript, HTML was for the structure and content of the web-based game, CSS was for style the content and make them device responsive (can be used on any device without any problem) while Javascript was used for interactivity, logic and local store for the score and personal greetings.

## HTML(Hyper Text Markup Language):

HTML played a big role in making Dquix game it was like a skeleton, because with it we made up the boxes, containers, wrote texts and upload images .

## Tailwind CSS:

Tailwind CSS was the main point of the Dquix game, in which a design will let user try to use a website or and app that simple to understand and enjoy the color combination and hovering effects.

In short users like to interact with beautiful design that takes over the users mind.

## Javascript:

All the action is here in Javascript that's makes the game enjoyable in many ways such as : randomizing questions, answer return green and red, Calculating the score and display it on the screen and saving the username for congratulating and greeting.