**Prototype Requirements**

**P01: JAM**

**<team member names & ids>**

| **Student ID** | **Name** |
| --- | --- |
| **24100277** | **Bisma Nawaz** |
| **24100175** | **Abdul Muiz** |
| **24100127** | **Abdur Rafae haroon** |
|  |  |

**Table of Contents**

[1.](#_gjdgxs) Introduction 3

[2.](#_30j0zll) Instructions 4

[3.](#_1fob9te) List of Requirements 5

[4.](#_3znysh7) Where to Access the Prototype 6

[5.](#_2et92p0) Review checklist 6

# Introduction

The proposed project is a user-hosted trivia web application. This application aims to create an interactive quiz-based learning experience, taking its inspiration from the popular game-based learning platform, ‘Kahoot!’. Designed for students, teachers, trainers or simply anyone who wants to challenge their friends to a quiz, the extent of the web application’s features allow anyone to quickly create and host a quiz-based session and let others join in and participate. Thus, within a session, there will exist a host user who creates the trivia while the participants joining voluntarily act as players. The players will use the quiz ID given by the host to join a particular session. Instructions

<

* Select a subset of system requirements and implement them. The end result of the prototype phase must be a working system with the selected set of requirements implemented completely. No mock-up screens will be accepted.
* While you may choose to implement Login/Logout functionality for prototype phase, you must also implement some core/business use cases of the system.
* Select the set of requirements keeping in mind that you have a total of three weeks for prototype development. I would ask you to add more requirements if I think that you can do more in the given duration.
* The prototype must be built using the tools and technologies which you have selected for your system development.
* Follow standard coding practices.
* By the end of the prototype development phase,
  1. You should have learnt development tools and technologies.
  2. You should have a clear idea of detailed technical architecture of your system. After the prototype phase, you will be required to define detailed technical architecture of your system.
* **Prototype Submission**
  1. Properly tested **working prototype** deployed on an online hosting platform.
  2. **Code** with proper comments uploaded in “prototype” folder of your project’s Github repository.
  3. **3-4 minutes video** that explains the functionality of your prototype—to be uploaded in “prototype” folder of your project’s Github repository.

# List of Requirements for Prototype

| **Requirements** | |
| --- | --- |
| **Sr#** | **Requirement** |
|  | The host should be able to successfully create/get the room ID in order to start the quiz. |
|  | The host should be able to successfully create the quiz. |
|  | The host should be able to set the timer for a specific quiz. |
|  | The host should be able to set the maximum number of participants. |
|  | A player should be able to join a game lobby using Host ID |
|  | A player should be able to see other players and their names while in the lobby |
|  | A player should be able to join a game session when the host starts it |
|  | A player should be able to click on an option when given a selection from the server |
|  | A player should be able to see the results of the latest quiz they attempted |
|  | Any user can choose to be either a Host or a User |
|  | A player should be able to leave a game lobby |

# Where to Access the Prototype

Prototype deployed link : <https://p01-project-name-pending.vercel.app/>

Other if above is not working: <https://p01-project-name-pending-lb62arxxa-torquekill.vercel.app/>

# Review checklist

Before submission of this deliverable, the team must perform an internal review. Each team member will review one or more sections of the deliverable.

| **Section** **Title** | **Reviewer Name(s)** |
| --- | --- |
| 1,2,3 | Abdul Muiz |
| 3 | Abdur Rafae Haroon |
|  |  |
|  |  |