**Prototype Requirements**

**<Project Code>:<Project Name>**

**<team member names & ids>**

|  |  |
| --- | --- |
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**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

<Give an overview of the project here. The overview must highlight the overall objectives of the project and its potential users. Do not exceed one page for description of this section.>

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.

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# Instructions

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* 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

<List down the requirements selected for prototype development.>

|  |  |
| --- | --- |
| **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

<ACCESS POINT STILL IN DEVELOPMENT>

[Any details should be listed here for clarification.]

# 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.

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