

## **REVISED Phase 0 Plan (20%)**

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**Project Title:** Dish Detective

### **Project Description:**

Dish Detective is an interactive guess-that-food quiz trivia game that challenges the user's knowledge of different popular dishes worldwide. A user is presented with 3-4 multiple choice questions, and they must guess the correct answer based on detailed hints such as the dish's appearance, ingredients, cultural origin, etc. The options will be displayed as text-based answers while the question will be an image or a text-based one. There is one standard difficulty level. The overall objective is to provide a fun and challenging learning experience for people who like yummy foods!

### **10-15 Functional Requirements:**

- **Display, questions, & options:**
  - Quiz must display a series of multiple-choice questions to user
  - Each question must include a prompt with a description and optional further hint about a dish
  - User will be presented with 4 text-based answer choices for each question
    - The question can be:
      - An image of a food or culinary tool
      - A text-based question
- **Handle user input:**
  - User must be able to select only 1 answer from options
  - Quiz should check if answer is correct or incorrect upon click
  - User click should trigger an immediate (positive or negative) response and feedback
- **Immediate feedback:**
  - Answering correctly should cause message pop up with positive words (“yummy!”, “bon appetit”, etc).
  - Answering incorrectly should result in message pop up with negative words (“aww...”, “dang!”, etc).
  - The pop-up messages will appear for only a limited number of questions.
  - No response should result in a “times up!” message display
- **Score tracking**
  - Quiz records user’s score based on number of correct answers
  - Final score should be displayed at the end of quiz attempt
- **A countdown timer**
  - Each round should have a countdown timer placed demurely in the upper right corner of screen (time given will be decided upon testing)

- Timer reaching zero results in an automatic incorrect recording, and the next question should appear
  - Timer should reset for each new question
- **Hints**
  - One (optional) additional piece of information related to the current round's answer can be given by clicking a “hint” button (displayed how?)
  - The hints will appear for only a limited number of questions.
- **Show correct answer**
  - After answering (or timer running out), the correct answer should always be highlighted to user
- **End of game summary**
  - After the final question, the user should see a summary screen with their total score.
  - A message like "You answered X out of Y questions correctly!" should be displayed.
  - After the user completes the quiz, the final score should be displayed along with a message like "Well done!" or "Better luck next time!" depending on their performance.
  - Optionally, a call to action like "Try again"
- **Randomizations**
  - Each time the quiz starts, the questions should be presented in random order to keep the quiz fresh.
  - The answer options should also be randomized for each question to avoid memorization.
- ~~**Achievement system (optional) to explore API's**~~
  - ~~• A recipe finder feature allows users to explore how to make each dish that user has learned so far or some sort of reward system~~
  - The priority is the core functionality of the game. If time allows, I may add this (recipe finder API), but it is unlikely.