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**A Project Proposal**

**On**

**“Quiz of Nepal (QoN)”**

**[Code No : COMP 116]**

**(For partial fulfillment of I/II Year/Semester in Computer Science/Engineering)**

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**Abstract**

This project was assigned to the first-year students for partial fulfillment of the course  
COMP 116. We started with the concept of developing something interactive which will help students to know more about our country Nepal by playing Quiz on various topic like identification of endangered species (birds,animals) , identification of various rural areas of our country, some emphasis will be given on promoting tourism of our country as well by mentioning tourism related questions, agriculture will also be prioritized in our questions.

This project will provide lots of information to students regarding to different aspect of our country. It might even be a lot fun and efficient way of learning about Nepal.

This proposal describes the overall design, planning, objectives and features of the application to be undertaken by us if given us an opportunity.

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**Acronyms/Abbreviations**

QoN: Quiz of Nepal

SFML: Simple and Fast Multimedia Library

iii.

**Chapter 1: Introduction**

“QoN” is a program that allows student to learn different aspects of our country Nepal effectively by playing Quiz on various topic.

**1.1 Background**

In today’s world people are becoming more passive to learn things, they are almost overtaken by various electronic devices like mobile, laptops etc. In this context most of the people never know various facts about their own native land so our program (QoN) is focused to let people know about various domains of our country by playing this interactive Quiz .

## 1.2. Objectives

* To create a platform where students can learn about different domains of our country in a fun way by playing Quiz.

## 

## 1.3. Motivation and Significance

Being a student of Computer Science, even we ourself don’t know about our own country, there are still very much hidden secrets and hidden aspects of our country yet remained to be known by lots of students like us. As the world is running in 21st century beside having interest on knowing the various aspects of our country we might not have enough time, we might have lots of things to get ourself busy in real life so in this context we hope that our simple Quiz program (QoN) will help lots of students to learn and know about our country in leisure time and when they get bored with some sorts of pleasure and fun.

1.

**Chapter 2: Related works**

We researched and collected some data on other application that work on similar principle. Some existing programs are listed below:

**www.quizfactor.com:**

www.quizfactor.com is a web application where the users can play various photo based identification quiz on topic like identifying the cities, animals, birds etc.

2.

**Chapter 3: Procedure and Methods**

**Research and study:**

After finding out various pictures and questions related to different domains of our country we had added them in our database and our program was implemented as per the findings we find during observation of different other Quiz programs.

**Core Programming:**

We intend to use C++ as our core programming language and we decided to use SFML framework for graphical interface. As C++ is a compulsory learning programming language in this semester it will be more easier for all the group members to learn and understand the program easily.

**Testing and Debugging:**

After the completion of our core programming we shall test the final outcome for any bugs and improvements. This will be done so as so make the project more versatile.

**Documentation:**

After all the work has been completed, presentation and reports are prepared based on the work.

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3.

Users

Photo Quiz

Text Quiz

Mixed Quiz

Mixed

Tourism

Natural Aspects

Agriculture

Agriculture

Get Score

**Fig 3.1 : System Design**

4.

**Chapter 4: System Requirement Specification**

**4.1 Software Specification**

**4.1.1. Front End Tools:** SFML, C++

**4.1.2. Back End Tools:** C++

5.

**Chapter 5: Project Planning and Scheduling**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Week  Task | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Research  and Study |  |  |  |  |  |  |  |  |  |  |
| Core Programming |  |  |  |  |  |  |  |  |  |  |
| Testing and Debugging |  |  |  |  |  |  |  |  |  |  |
| Documentation |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |

**Fig 5.1: Gantt Chart**

6.

**Chapter 6: References**

1. Yashavant P Kenetkar (2003). Let Us C++.

2. Artur Moreira, Henrik Vogelius Hansson, Jan Haller (2013) Game Development with SFML

3. Various web pages found all over Internet.

4. Some references videos and media stuffs from Internet.

7.