

KAHOOT CLONE – USER GUIDE

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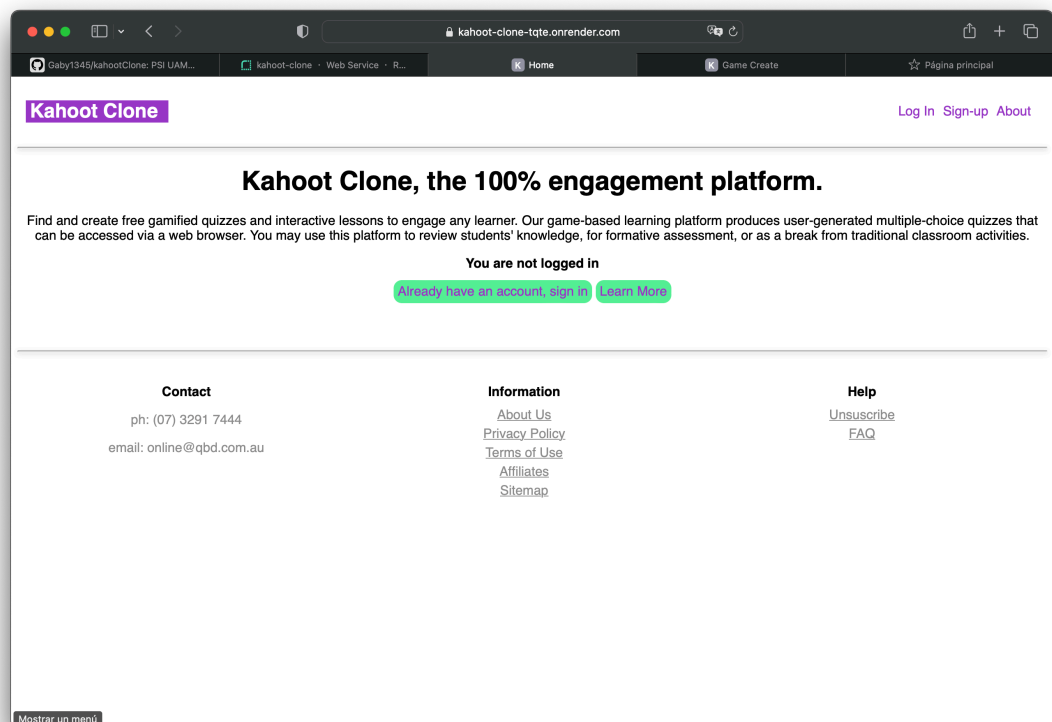
Introduction

In this assignment, we have tried to clone the typical Kahoot application. The main functionality can be checked from two different points of view: the user who creates the game, or the participants that join it to play.

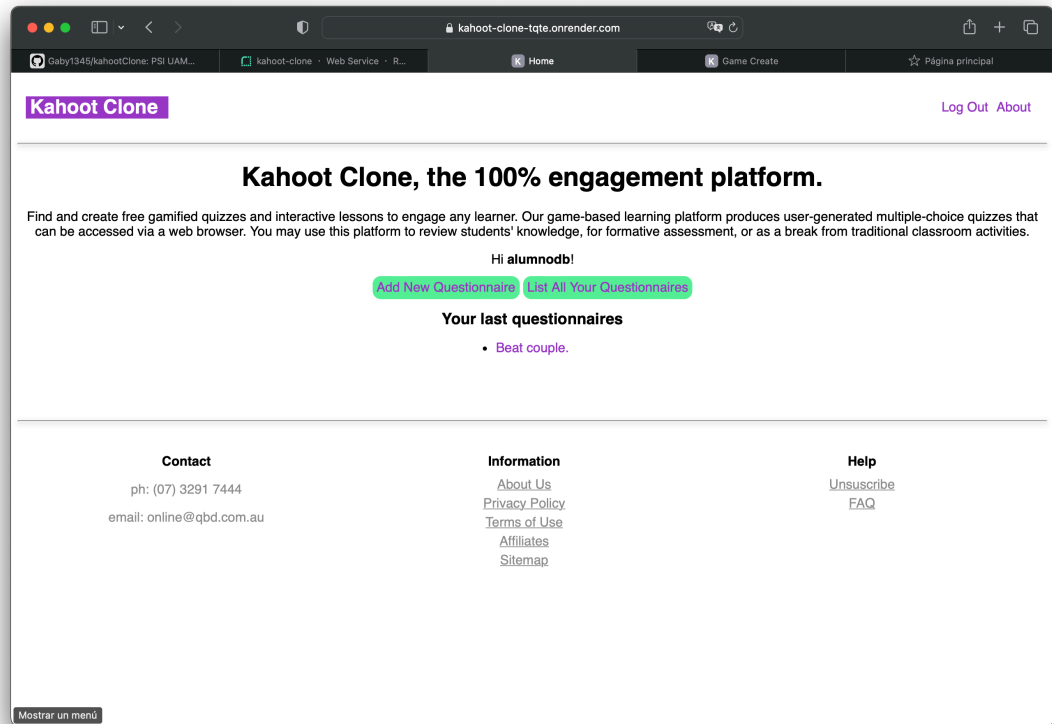
In the following sections, we will explain how these two points of view work, and how to use them in detail.

Game creator point of view

There are many things that must be done before creating a game. The first one is to be registered into the application (clicking the 'Sign-up' button in the upper right corner of the homepage). If you already have an account, the log in page can be accessed through the 'Log in' button in the upper menu or with 'Already have an account, sign in' button in the main menu.



Even if you have registered for the first time or logged in normally, you will be then redirected to the homepage again, but this time your username and latest questionnaires will be shown in the main menu.



As it can be seen in the picture, two new buttons will show up, in order to be able to create new questionnaires or see the full list with the owned ones. Also, all the questionnaires that appear in the last questionnaires menu can be accessed by clicking the name of the desired one.

For the moment, we are going to explain how to create a new questionnaire (clicking the 'Add New Questionnaire' button in the main menu).

First, you will be asked to insert a title:

A screenshot of a form titled 'Kahoot Clone' in a purple box. Below the title, there is a label 'Title:' followed by a text input field. Below the input field is a 'Submit' button.

Then, by clicking 'Submit' (imagine that we insert the title 'hola'), an empty questionnaire will be created, and you will be redirected to the page with the details of that questionnaire, where the questions can be added:

Kahoot Clone

Questionnaire Details

hola: [Edit Title](#) [Play Game](#)

Question Answers [Remove](#)

[Add New Question](#) [Back to Questionnaire List](#)

As it can be seen, the title of the questionnaire is shown first in the left part of the subtitle. Four new buttons appear, which allows to edit the title of the questionnaire, add questions, go back to the general questionnaire list, or start the game.

Obviously, we will need some questions to make it more “playable”, so we click the ‘Add New Question’ button:

Kahoot Clone

Question:

Questionnaire:

[Submit](#)

In this page, as in the questionnaire title one, you will be asked to insert a text for the question (automatically associated to the questionnaire created before).

Then, it redirects automatically to the question details page, where, as in the questionnaire one, you will be able to create different answers for that question (remember that only one can be true, so if you try to check two different ones as true, only the last one will remain like that).

Kahoot Clone

Answer:

Question:

Correct: ☒

[Submit](#)

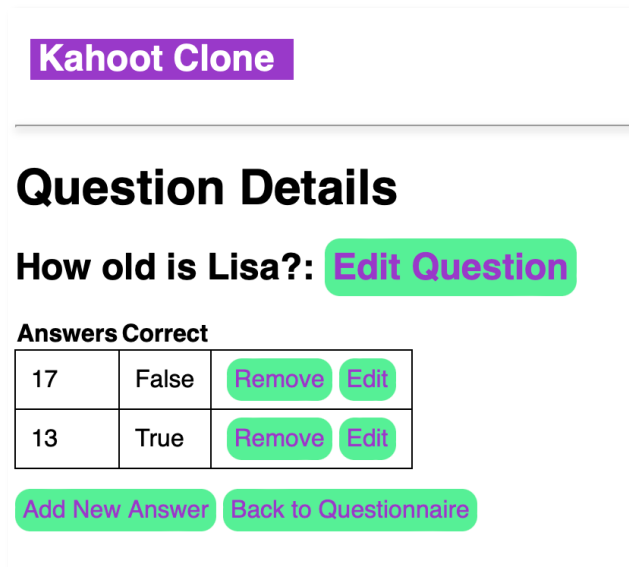
Kahoot Clone

Answer:

Question:

Correct: ☒

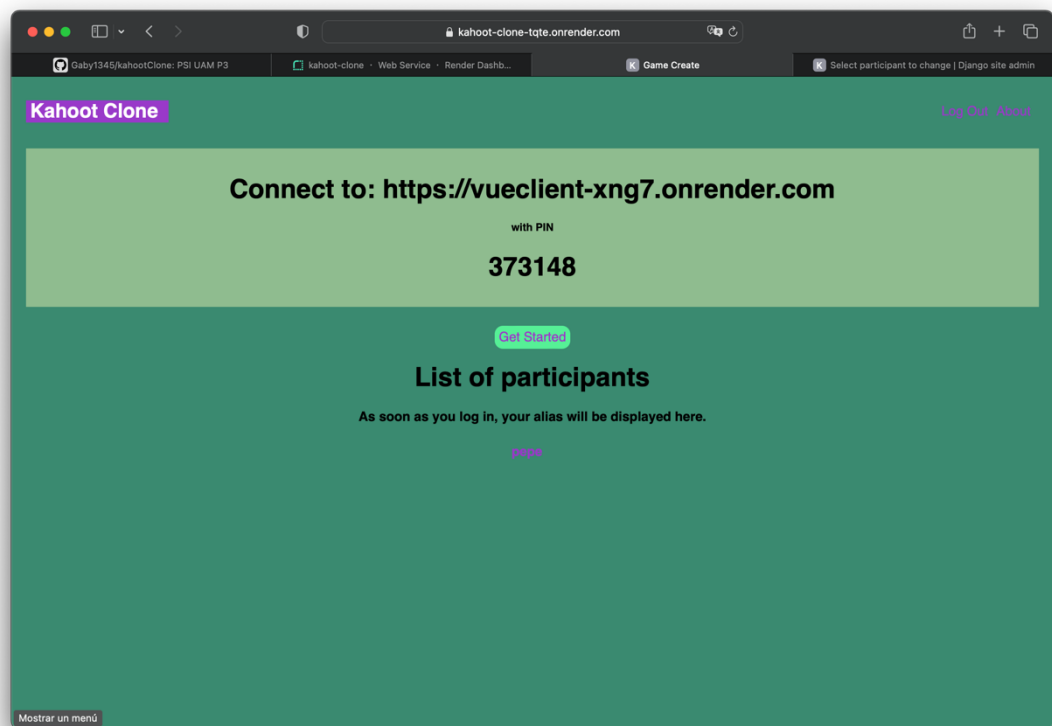
[Submit](#)



After creating an answer, you will be redirected again to the question details page, where the different answers created will be shown like this.

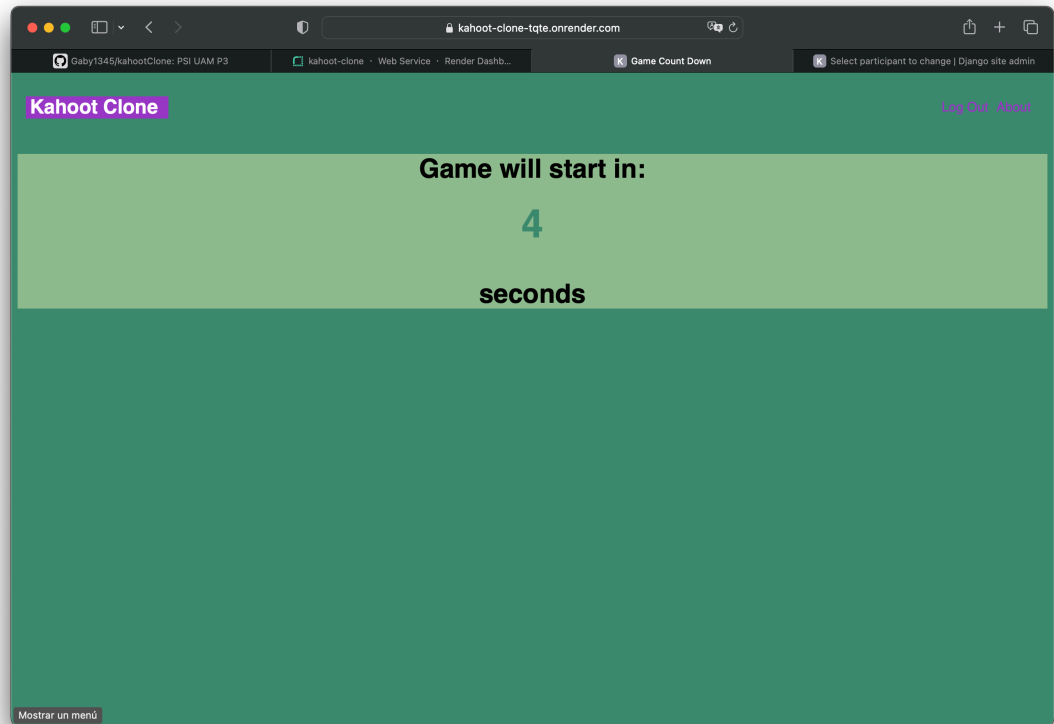
As we said, even if we checked both answers as true, only the second one remains like that in order to fulfill the condition of the game.

Then, you can go back to the questionnaire to add some more questions and start the game with the 'Play Game' button, obtaining the following page:



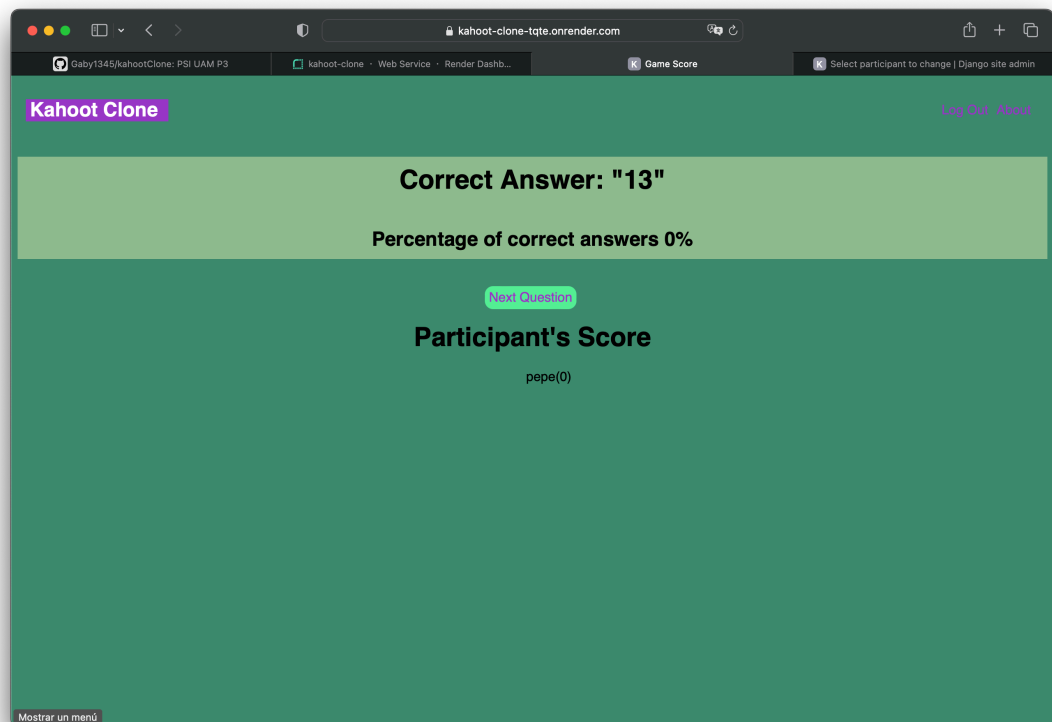
Here it is shown the URL where the participants can join the game, and the PIN they will need to register (together with their alias). As soon as the participants join the game, their alias will be shown down below (in this case a player named Pepe has already joined).

Then, when all the participants have logged in, you can press 'Get Started' and start the countdown for the first question:

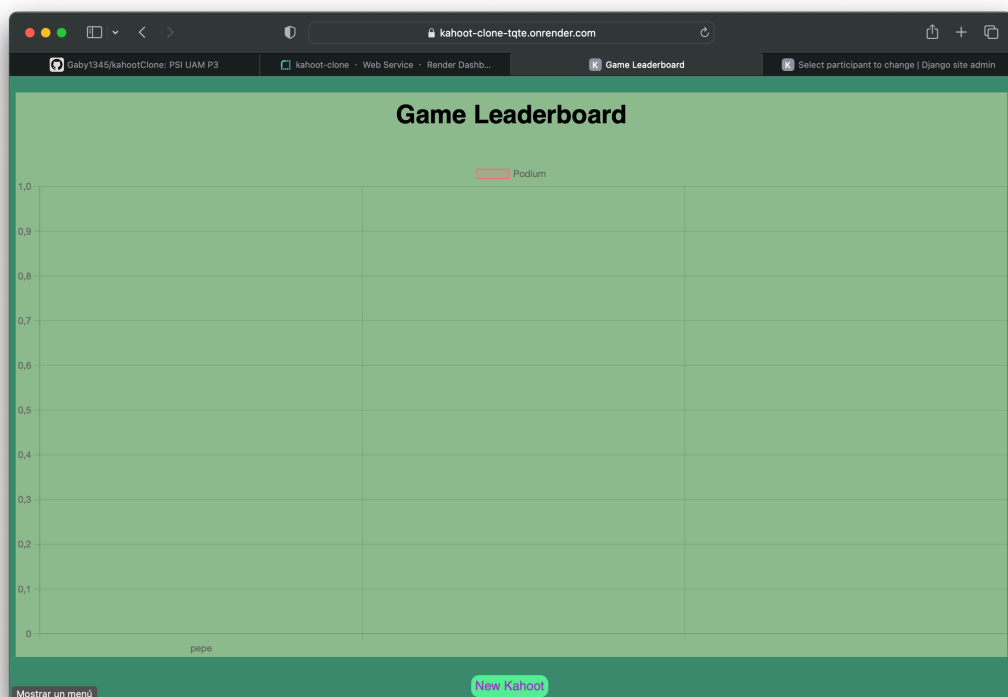


After the countdown, the question we added will be shown in the screen with the correspondent answers (in different colours) for a certain time, so each participant can select one of the colours in its screen (we will show it later), corresponding to one of the questions.

Then, when the time has finished, it will redirect automatically to a new page, showing the correct answer, the scores for each participant, the total percentage of correct answers for that question, and a button to go to the next question:



Finally, when no more questions are left, the podium will be shown automatically, in a page like this one (in this case, Pepe has 0 points):



With the 'New Kahoot' button, it is possible to redirect to the first game page with another PIN (just in case you want to play another round!). To go back to the main menu, you can press 'Kahoot Clone' title in the header of the page and the game will be automatically closed.

If at any time you want to log out, there is also a button with that exact text in the header of the page for that!

Participant point of view

The role of the participant needs a game creator to log in into an already created game (which is waiting for players and has not started yet).

As we explained before, the first page that you will see as a participant is the one for register as one (with an alias and the PIN of the game). This page can be accessed by copying the link in the waiting screen of the game (which the game owner should share). Imagine that Pepe wants to join a game with the same questionnaire as before and PIN 567246:

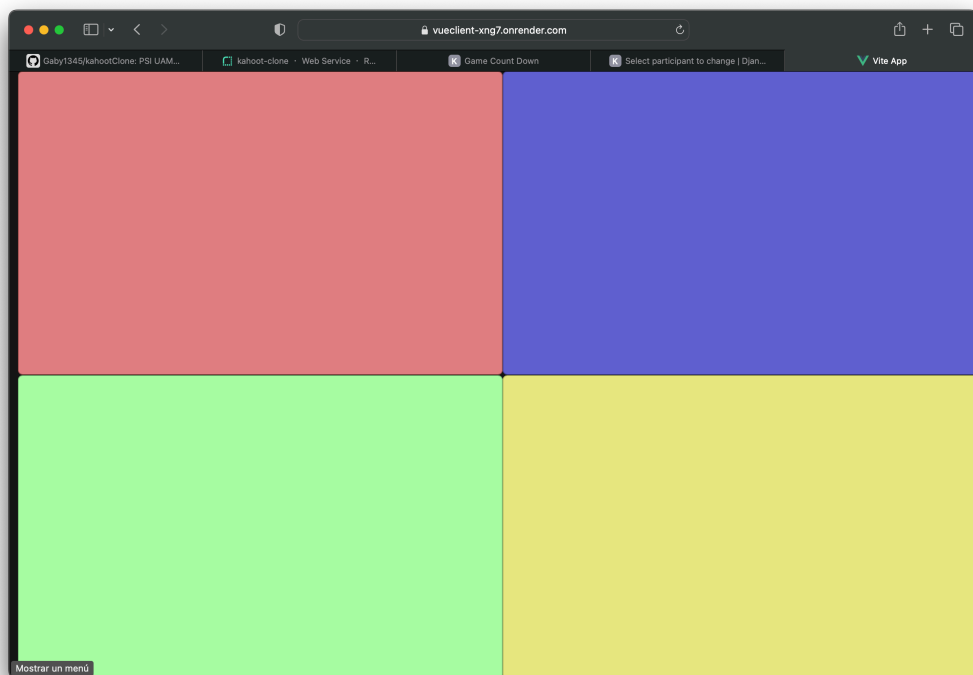
The screenshot shows a web browser window with the URL 'vueclient-xng7.onrender.com'. The page has a dark background and contains a login form. The form has two input fields: 'Alias:' with the value 'pepe' and 'ID del juego:' with the value '567246'. Below the fields is a blue button labeled 'Ingresar'. The page title is 'Ingresa su alias y el ID del juego'. The browser's address bar shows 'vueclient-xng7.onrender.com'. The page has a dark background and contains a login form. The form has two input fields: 'Alias:' with the value 'pepe' and 'ID del juego:' with the value '567246'. Below the fields is a blue button labeled 'Ingresar'. The page title is 'Ingresa su alias y el ID del juego'.

After joining, he will stay in the next page until the game owner considers that all the participants are logged in and proceeds to click the 'Get Started' button we saw before. As in the game there is an initial countdown (that only can be seen by the game owner), the participants will not be able to answer the first question until this time gets over.

Esperando a que comience el juego...

ID del juego: 567246

Then, a set of four buttons will be shown to answer the question. Same colour, same answer. In this case, we only have defined two answers, but if any of the other buttons is clicked, it will count as an incorrect answer (not adding points). Remember that, if a button is clicked, it will be blocked, and you will no longer be able to answer again!



After answering the questions, the correct answer will be shown in the game owner screen, as well as the scores and, finally, the leaderboard.

Enjoy the game!! 😊