# Introduction

Nowadays, with the development of the internet, traditional education is influencing by internet and online studying become more and more popular. The quiz website is a fashion way to use in the class or after school study. For instance, the education quiz website—Kahoot, it provides a probability for users to easily get access more education resources and interact with others. In this project we expected to build a website that have similar function but provide more service than Kahoot. The purpose of our project is to solve the disadvantages of Kahoot and allow any student from all over the world can participate in the quizzes by clicking the shared link. Therefore, this website can provide a global learning exchange to every student.

# Requirements and Functions

This part includes some of the functional and requirements of this project, it is provided that the detailed description of the system and function.

## *External Interface Requirement*

### **1.User interface**

When the user open the website’s home page, there is bright colors, clear and simple functions make it easy for users to find the modules they want to enter. And the user can decide on the start page to play the game or exit the game. Before the user begin the game, there will show the user guides with video let user understand the game quickly. When the user presses the start button, the start page automatically and then answer the questions one by one until complete all questions. And then submit it that the mark will come.

### **2. Hardware interface**

The website can access by computer, laptop and mobile phone, but it does not need to run on particular models, therefore, the web does not need any special hardware interfaces. The web can work with internet or the user can download the question bank offline play.

### **3. Software interface**

The quiz game communicates with the internet application in order to do the exchange data through database with the question bank.

The communication between the website and database consists of only reading operations, and Read and modify execute only by the website.

There have two main functions in the quiz game, the first function is to assist all players to make a connection to the database. Secondly, the server does exchange the action data for both sides when the game in progress.

### ***Functional requirements***

### **User stories**

As a user, I want to log in my account in home page that I can see my process and result.

As a user, I want to select my level and interesting knowledge to do the quiz. If I finish current level, I can go to next level.

As a user, I want to search for other players (high level or the same level) to make a study competition with them, in order to let the study more interesting.

In order to win the quiz game, I need to answer all questions correctly, if not I hope to do it again or to review the knowledge about that wrong answer question.

As a user, when I finish the quiz and some answers are wrong, I want the website system can give me some tips on the wrong answer that I can catch the knowledge.

As a user, I want the website system can save my quiz every time that I can review the study.