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Mini project

On

“QUIZ GAME”

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**MANGALORE INSTITUTE OF TECHNOLOGY &
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Abstract

The Quiz Game System is a user-friendly application designed to engage players in an exciting and educational quiz contest. The system encourages user participation by prompting them to enter their name before commencing the game. Each round of the quiz consists of 5-6 sets of questions that players must answer correctly to progress to the next level. The system's interface prominently displays the player's name and their current score at the top of the screen, ensuring a personalized and competitive gaming experience. Players can track their progress and compete with others while enjoying a challenging and informative quiz game. This quiz game system offers an interactive and entertaining way for users to test their knowledge, learn new facts, and have fun in a competitive environment. Whether used for educational purposes or pure entertainment, this system provides an engaging and memorable quiz contest experience for players of all ages.

INTRODUCTION

In an era marked by technological advancements and the rapid spread of information, learning and entertainment often go hand in hand. The Quiz Game System presented in this report stands as a testament to this fusion of education and amusement. Designed with the intent of engaging users in a stimulating quiz contest, this system offers an exciting opportunity for individuals to test their knowledge, learn new facts, and have an enjoyable experience.

Purpose of the Quiz Game System:

The primary objective behind the creation of the Quiz Game System is to provide a platform for users to participate in a challenging and rewarding quiz contest. This system encourages users to enhance their general knowledge, critical thinking abilities, and problem-solving skills while keeping them entertained. By answering a series of questions correctly, players progress through various rounds, aiming to achieve the highest score possible.

Key Features:

- **User-Friendly Interface:** The system boasts an intuitive and user-friendly interface, making it accessible to individuals of all ages and backgrounds.
- **Personalization:** Before starting the game, users are prompted to enter their names, creating a personalized experience. This adds an element of competition and camaraderie, as players can track their progress on the leaderboard.
- **Progressive Gameplay:** Each round of the game comprises 5-6 sets of questions, with varying levels of difficulty. As players advance through these rounds, the questions become progressively more challenging, ensuring an engaging and dynamic experience.
- **Scoring and Leaderboard:** Scores and player names are prominently displayed at the top of the screen, creating a sense of achievement and competition. Users can compare their scores with others, motivating them to improve their performance.
- **Educational Value:** The quiz questions cover a wide range of topics, from history and science to

pop culture and current events. This diverse array of topics not only entertains but also educates players, fostering a love for learning.

Benefits of the Quiz Game System:

- **Enhanced Knowledge:** Players are exposed to a variety of topics, leading to an increase in their general knowledge.
- **Improved Cognitive Skills:** The system encourages critical thinking and problem-solving, helping users enhance their cognitive abilities.
- **Entertainment and Engagement:** By combining education with entertainment, the system keeps users engaged and motivated to continue playing.
- **Healthy Competition:** The leaderboard fosters a competitive spirit, motivating players to strive for the top spot and achieve their personal best.

IMPLEMENTATION

Code:

```
//c project on quiz game
#include<stdio.h>
#include<conio.h>
#include<ctype.h>
#include<stdlib.h>
#include<string.h>
void show_record();
void reset_score();
void help();
void edit_score(float,char[]);
int main()
{
    int countr,r,r1,count,i,n;
    float score;
    char choice;
    char playername[20];
    mainhome:
    printf("\t\t << QUIZ GAME >>\n");
    printf("\t\t*****");

    printf("\n\t\t WELCOME\n ");
    printf("\n\t\t to\n ");
    printf("\n\t\t THE QUIZ GAME ");
    printf("\n\t\t");
    printf("\n\t > Press S to start the game");
    printf("\n\t > Press V to view the highest score ");
    printf("\n\t > Press R to reset score");
    printf("\n\t > press H for help ");
    printf("\n\t > press Q to quit ");
    printf("\n\t\t_____\n");
    choice=toupper(getch());

    if(choice=='V')
    {
        system("cls");
        show_record();
        system("cls");
        goto mainhome;
    }

    else if(choice=='H')
    {
        system("cls");
        help();
        getch();
        system("cls");
    }
```

```

goto mainhome;
}

else if(choice=='R')
{
    system("cls");
    reset_score();
    getch();
    goto mainhome;
}

else if (choice=='Q')
{
    exit(1);
}

else if(choice=='S')
{
    system("cls");
    printf("\n\n\n\n\n\n\n\n\n\n\t\tResister your name:");
    gets(playername);

    system("cls");
    printf("\n ** Welcome %s to Quiz Game **",playername);
    printf("\n\n Here are some rules you should know before playing:");
    printf("\n *****");
    printf("\n >> There are 2 rounds in this Quiz Game,WARMUP ROUND & CHALLENGE ROUND");
    printf("\n >> In warmup round you will be asked a total of 3 questions to test your");
    printf("\n  general knowledge. You are eligible to play the game if you give atleast 2");
    printf("\n  right answers, otherwise you can't proceed further to the Challenge Round.");
    printf("\n >> Your game starts with CHALLENGE ROUND. In this round you will be asked a");
    printf("\n  total of 10 questions. Each right answer will be awarded with 10 points!");
    printf("\n  By this way you can score upto 100 :-):-):-):-):-:-)!!!! ..... ");
    printf("\n >> You will be given 4 options and you have to press A, B ,C or D for the");
    printf("\n  right option.");
    printf("\n >> You will be asked questions continuously, till right answers are given");
    printf("\n >> No negative marking for wrong answers!");
    printf("\n\n\t!!!!!!!!!!!! ALL THE BEST !!!!!!!!!!!!!");
    printf("\n\n Press Y  to start the game!\n");
    printf("\n Press any other key to return to the main menu!");

    if (toupper(getch())=='Y')
    {
        system("cls");
        goto home;
    }

    else
    {
        system("cls");
        goto mainhome;
    }
}

```

```

    }
home:
system("cls");
count=0;
for(i=1;i<=3;i++)
{
    r1=i;
    switch(r1)
    {
        case 1:
            printf("\n\nA collecion of 8 bits are called?");
            printf("\n\nA.bit\t\tB.word\n\nC.byte\t\tD.record");
            if (toupper(getch())=='C')
            {
                printf("\n\nCorrect!!!");
                count++;
                getch();
                system("cls");
                break;
            }
        else
        {
            printf("\n\nWrong!!! The correct answer is C.byte");
            getch();
            system("cls");
            break;
        }

        case 2:
            printf("\n\nWhich of the following is a Palindrome number?");
            printf("\n\nA.42042\t\tB.101010\n\nC.23232\t\tD.01234");
            if (toupper(getch())=='C')
            {
                printf("\n\nCorrect!!!");
                count++;
                getch();
                system("cls");
                break;
            }
        else
        {
            printf("\n\nWrong!!! The correct answer is C.23232");
            getch();
            system("cls");
            break;
        }
    }
    system("cls");
    case 3:
    printf("\n\nWhich of the following is most oriented toward scientific programming ?");
    printf("\n\nA.Cobol\t\tB.Fortran\n\nC.c++\t\tD.Basic");

```

```

        if (toupper(getch())=='B')
        {
            printf("\n\nCorrect!!!");
            count++;
        getch();
        system("cls");
        break;
        }
        else
        {
            printf("\n\nWrong!!! The correct answer is B.Fortran");
            getch();
            system("cls");
            break;
        }
    }
    if(count>=2)
    {
        goto test;
    }

    else
    {
        system("cls");
        printf("\n\nSORRY YOU ARE NOT ELIGIBLE TO PLAY THIS GAME, BETTER LUCK NEXT TIME");
        getch();
        goto mainhome;
    }

    test:
    system("cls");
    printf("\n\n\t** CONGRATULATION %s you are eligible to play the Game **",playername);
    printf("\n\n\n\t!Press any key to Start the Game!");
    if(toupper(getch())=='p')
    {
        goto game;
    }
    game:
    countr=0;
    for(i=1;i<=10;i++)
    {
        system("cls");
        r=i;

        switch(r)
        {
        case 1:
            printf("\n\nAll are the example of input devices Except a:");
            printf("\n\nA.Scanner\t\tB.Mouse\n\nC.Printer\t\tD.Keyboard");
            if (toupper(getch())=='C')
            {

```



```

                printf("\n\nCorrect!!!");countr++;getch();
            break;
                getch();
        }
        else
        {
                printf("\n\nWrong!!! The correct answer is C.Printer");
                getch();
                goto score;
                break;
        }
        case 2:
printf("\n\nWhat kind of file extension .mpg?,");
printf("\n\nA.Movie file \t\tB.Text file\n\nC.Image file\t\tD.Audio file");
if (toupper(getch())=='A')
{
                printf("\n\nCorrect!!!");
                countr++;
                getch();
            break;
        }
        else
        {
                printf("\n\nWrong!!! The correct answer is A.Movie file");
                getch();
                goto score;
                break;
        }
        case 3:
printf("\n\nA DVD is an example of a/an.. ");
printf("\n\nA.Magnetic disk\t\tB.Hard disk\n\nC.Output device\t\tD.Optical disk");
if (toupper(getch())=='D')
{
                printf("\n\nCorrect!!!");
                countr++;
                getch();
            break;
        }
        else
        {
                printf("\n\nWrong!!! The correct answer is D.Optical disk");
                getch();
                goto score;
                break;
        }
        case 4:
printf("\n\nWho is he founder of facebook?");
printf("\n\nA.Mark zuckerburg\tB.Tesla\n\nC.Steve jobs\t\tD.Bill gates");
if (toupper(getch())=='A')
{
                printf("\n\nCorrect!!!");

```

```

        countr++;
        getch();
    break;
}

else
{
    printf("\n\nWrong!!! The correct answer is A.Mark zuckerburg");
    getch();
    goto score;
break;
}

case 5:
printf("\n\nWhich of he following is a web browser?");
printf("\n\nA.Dreamweaver\tB.Netscape navigator\n\nC.Maya\tD.Flash");
if(toupper(getch())=='B')
{
    printf("\n\nCorrect!!!");
    countr++;
    getch();
    break;}

else
{
    printf("\n\nWrong!!! The correct answer is B.Netscape navigator");
    getch();
    goto score;
break;
}

case 6:
printf("\n\nWhat kind of file extension .bak?,");
printf("\n\nA.Backup file \t\tB.Text file\n\nC.Image file\t\tD.Audio file");
if (toupper(getch())=='A')
{
    printf("\n\nCorrect!!!");
    countr++;
    getch();
    break;}

else
{
    printf("\n\nWrong!!! The correct answer is A.Backup file");
    getch();
    goto score;
break;
}

case 7:
printf("\n\nwhich of he following is a read only memory storage device ");
printf("\n\nA.Flash drive\t\tB.Hard disk\n\nC.Floppy disk\t\tD.CDROM");
if(toupper(getch())=='D')
{
    printf("\n\nCorrect!!!");
    countr++;

```

```

                getch();
                break;}

else
{
    printf("\n\nWrong!!! The correct answer is D.CDROM");
    getch();
    goto score;
    break;
}

    case 8:
printf("\n\nThe _ shows all the web sites any pages that you have visited one of recent time ");
printf("\n\nA.Hisory list\t\tB.Status bar \n\nC.task bar\t\tD.record");
if(toupper(getch())=='A')
{
                printf("\n\nCorrect!!!");
                countr++;
                getch();
                break;}

else
{
    printf("\n\nWrong!!! The correct answer is A.Hisory list");
    getch();
    goto score;
    break;
}

    case 9:
printf("\n\nA 32 bit word computer can access ___ bytes at a time ");
printf("\n\nA.32\t\tB.16\n\nC.8\t\tD.4");
if(toupper(getch())=='C')
{
                printf("\n\nCorrect!!!");
                countr++;
                getch();
                break;}

else
{
    printf("\n\nWrong!!! The correct answer is C.8");
    getch();
    goto score;
    break;
}

    case 10:
printf("\n\nWho is the founder of pixar animation?");
printf("\n\nA.Mark zuckerburg\tB.Tesla\n\nC.Steve jobs\t\tD.Bill gates");
if(toupper(getch())=='C')
{
                printf("\n\nCorrect!!!");
                countr++;
                getch();
                break;
}

```

```

        }
else
{
    printf("\n\nWrong!!! The correct answer is C.Steve jobs");
    getch();
    goto score;
    break;
}
}
}
score:
    system("cls");
score=(float)count*100000;
if(score>0.00 && score<1000000)
{
    printf("\n\n\t*** CONGRATULATION ****");
    printf("\n\t You won Rupees %.2f",score);
    goto go;
}

else if(score==1000000.00)
{
    printf("\n\n\t*** CONGRATULATION ****");
    printf("\n\t\t\t\t\t YOU ARE THE WINNER!!!!!!!!!!");
    printf("\n\t\t\t\t\t You won RUPEES %.2f",score);
    printf("\n\t\t\t\t\t Thank You !!");
}
else
{
    printf("\n\n\t** SORRY YOU DIDN'T WIN ANY CASH **");
    printf("\n\t\t\t\t\t Thanks for your participation");
    printf("\n\t\t\t\t\t TRY AGAIN");
    goto go;
}

go:
puts("\n\n Press Y if you want to play next game");
puts(" Press any key if you want to go main menu");
if (toupper(getchar())=='Y')
{
    goto home;
}
else
{
    edit_score(score,playername);
    goto mainhome;
}
}
}

void show_record()

```

```

{
char name[20];
float scr=0;
FILE *f;
f=fopen("score.txt","r");
fscanf(f,"%s%f",&name,&scr);
printf("\n\n\t*****");
printf("\n\n\t %s has secured the Highest Score %f",name,scr);
printf("\n\n\t*****");
fclose(f);
getch();
}

void reset_score()
{
    system("cls");
    float sc;
char nm[20];
FILE *f;
f=fopen("score.txt","r+");
fscanf(f,"%s%f",&nm,&sc);
sc=0;
fprintf(f,"%s,%.2f",nm,sc);
    fclose(f);
}

void help()
{
    system("cls");
    printf("\n\n                HELP");
    printf("\n.....");
    printf("\n ..... C program Quiz Game. ....");
    printf("\n >> There are two rounds in the game, WARMUP ROUND & CHALLENGE ROUND");
    printf("\n >> In warmup round you will be asked a total of 3 questions to test your general");
    printf("\n    knowledge. You will be eligible to play the game if you can give atleast 2");
    printf("\n    right answers otherwise you can't play the Game .....");
    printf("\n >> Your game starts with the CHALLENGE ROUND. In this round you will be asked");
    printf("\n    total 10 questions each right answer will be awarded Rupees 1000.");
    printf("\n    By this way you can win upto ONE MILLION cash prize in USD.....");
    printf("\n >> You will be given 4 options and you have to press A, B ,C or D for the");
    printf("\n    right option");
    printf("\n >> You will be asked questions continuously if you keep giving the right answers.");
    printf("\n >> No negative marking for wrong answers");

printf("\n\n\t***BEST OF LUCK***");
}

void edit_score(float score, char playernm[20])
{
    system("cls");
float sc;
char nm[20];
FILE *f;
f=fopen("score.txt","r");

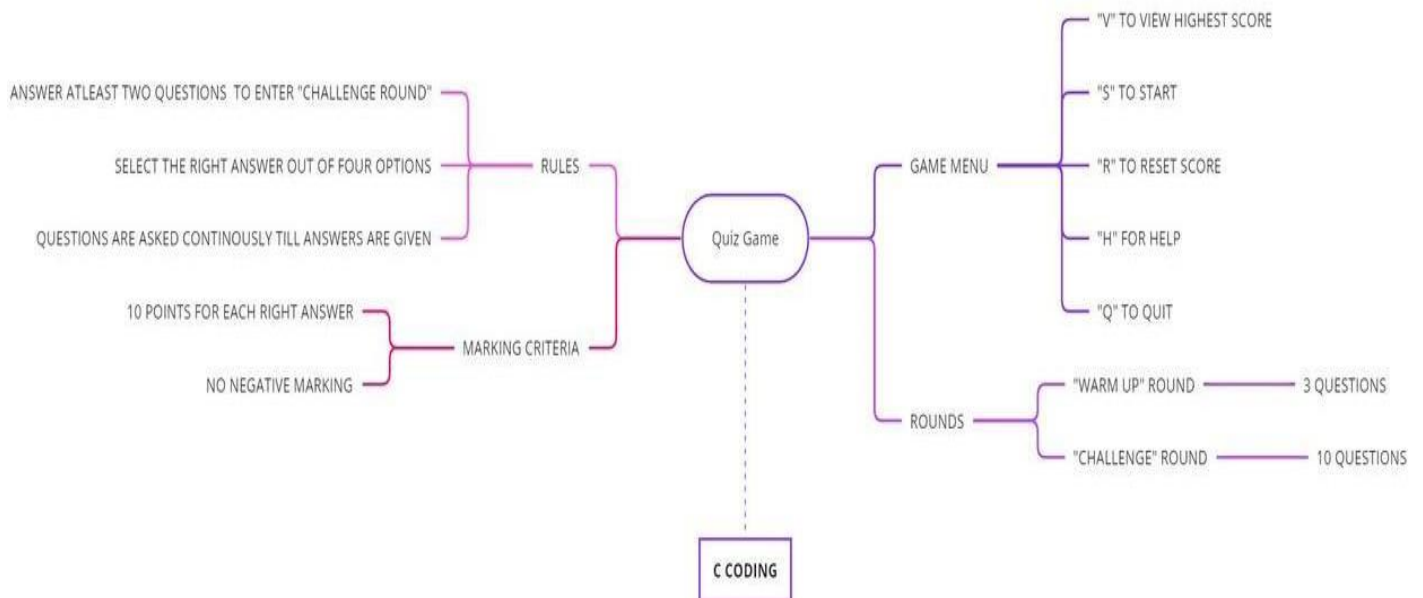
```

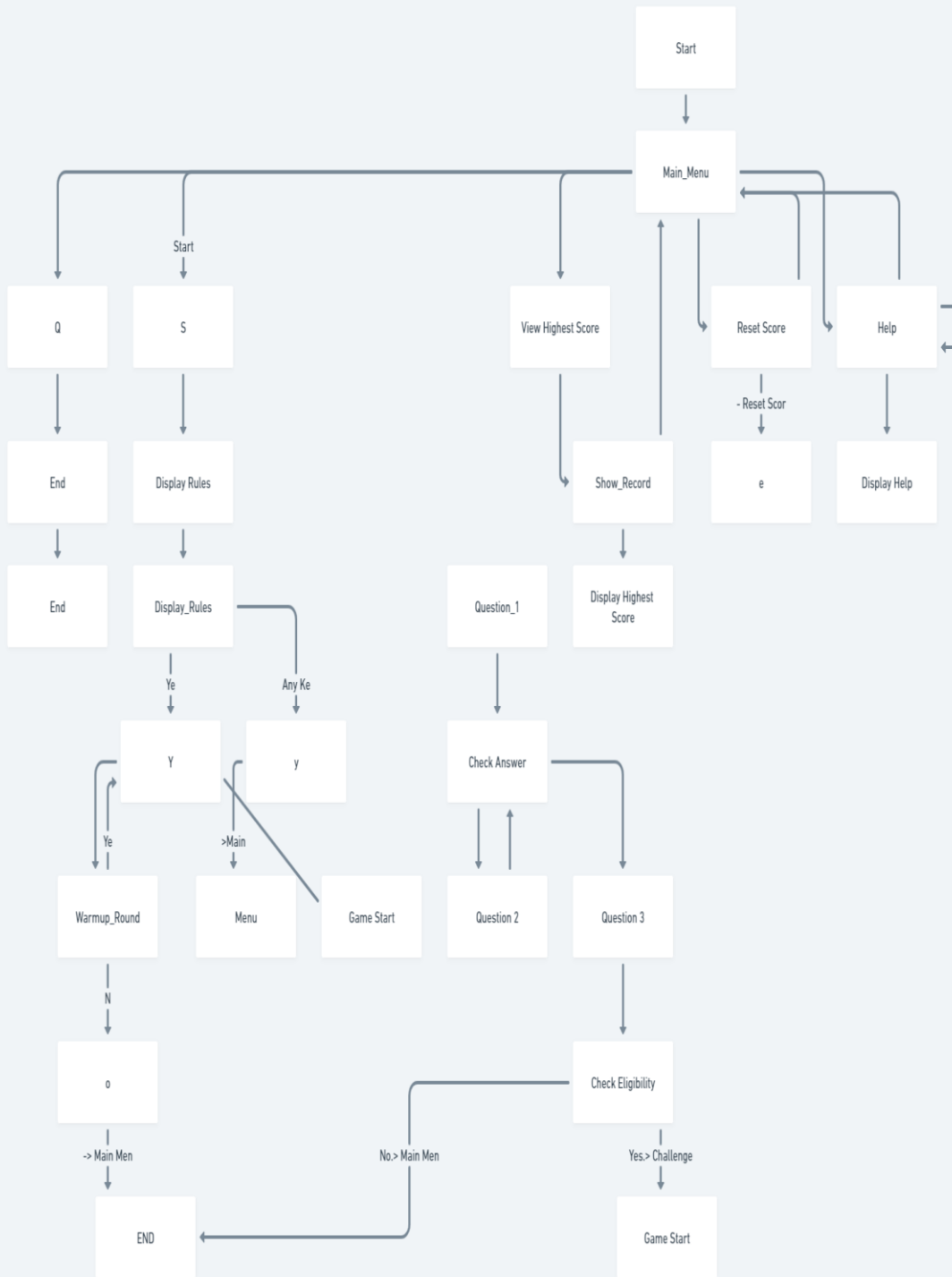
```

fscanf(f,"%s%f",&nm,&sc);
if (score>=sc)
{
    sc=score;
    fclose(f);
    f=fopen("score.txt","w");
    fprintf(f,"%s\n%.2f",playernm,sc); //print in player name
    fclose(f);
}
}

```

MIND MAPPING





FUNCTION FLOW

main Function (int main()): Displays the welcome message and menu options.

- Waits for user input to choose an option.
- Based on the user's choice, it can:
- Show the highest score (show_record()).
- Display help and instructions for the game (help()).
- Reset the score (reset_score()).
- Exit the game (exit(1)).
- Start the game (S key):
- Asks the player to register their name.
- Displays game rules.
- If the player chooses to start the game (Y key), it proceeds to the next section.
- If not, it returns to the main menu.

Warmup Round:

- The player is asked three questions with multiple-choice answers.
- The player's answers are checked, and the score is calculated.
- If the player answers at least two questions correctly, they proceed to the challenge round; otherwise, they are informed that they are not eligible to play further.

Challenge Round:

- The player is asked ten questions with multiple-choice answers.
- The player's answers are checked, and the score is updated accordingly.

Score Calculation:

- After answering the questions in the challenge round, the player's score is calculated based on the number of correct answers.
- If the score is within a certain range, the player wins cash prizes and is declared a winner.

Game Over Options:

- After the game ends (whether the player wins or loses), the player is given options to continue playing or return to the main menu.
- If the player chooses to play again, they start over from the registration step.

- If the player returns to the main menu, their score is potentially updated in the high score records.

High Score Functions:

- `show_record()`: Displays the highest score achieved by any player.
- `reset_score()`: Resets the highest score to zero.
- `edit_score(float score, char playernm[20])`: Edits and updates the high score if the player's score is higher than the current highest score.

Help Function (help()):

- Displays instructions and rules for the quiz game.

Record High Score (edit_score function):

- If the user chooses to play another game and achieves a higher score, their name and score are recorded as the new highest score in the "score.txt" file using the `edit_score` function.

Game Continuation or Exiting:

- The user can choose to play another game or return to the main menu based on their choice in the previous step.

RESULT

**** Welcome gojo to Quiz Game ****

Here are some rules you should know before playing:

- >> There are 2 rounds in this Quiz Game, WARMUP ROUND & CHALLENGE ROUND
- >> In warmup round you will be asked a total of 3 questions to test your general knowledge. You are eligible to play the game if you give atleast 2 right answers, otherwise you can't proceed further to the Challenge Round.
- >> Your game starts with CHALLENGE ROUND. In this round you will be asked a total of 10 questions. Each right answer will be awarded with 10 points! By this way you can score upto 100 :-):-):-):-):-):-)!!!!.....
- >> You will be given 4 options and you have to press A, B ,C or D for the right option.
- >> You will be asked questions continuously, till right answers are given
- >> No negative marking for wrong answers!

!!!!!!!!!!!!!! ALL THE BEST !!!!!!!!!!!!!!!

Press Y to start the game!

Press any other key to return to the main menu!

A collecion of 8 bits are called?

A.bit

B.word

C.byte

D.record

Correct!!!

Which of the following is most oriented toward scientific programming ?

A.Cobol B.Fortran

C.c++ D.Basic

Wrong!!! The correct answer is B.Fortran

SORRY YOU ARE NOT ELIGIBLE TO PLAY THIS GAME, BETTER LUCK NEXT TIME

<< QUIZ GAME >>

WELCOME

to

THE QUIZ GAME

- > Press S to start the game
 - > Press V to view the highest score
 - > Press R to reset score
 - > press H for help
 - > press Q to quit
-

** CONGRATULATION gojo you are eligible to play the Game **

!Press any key to Start the Game!

***** CONGRATULATION *****
You won Rupees 200000.00

Press Y if you want to play next game
Press any key if you want to go main menu

luffy has secured the Highest Score 600000.000000

FUTURE ENHANCEMENT

Future Enhancements:

- **Categories:** Include different categories of questions (e.g., science, history, sports), and allow players to choose a category before each round.
- **Difficulty Levels:** Implement different difficulty levels for questions (easy, medium, hard). Players can choose their preferred difficulty.
- **Time Limits:** Add time limits for each question to create a sense of urgency and excitement.
- **Lifelines:** Include lifelines that players can use to get hints or skip questions.
- **High Scores:** Maintain a high-score leaderboard for each category and difficulty level.
- **Multiplayer Mode:** Allow players to compete against each other in real-time.
- **Graphics and Sound:** Enhance the game with graphics, animations, and sound effects to make it visually and auditorily appealing.
- **Save and Resume:** Enable players to save their progress and resume the game later.
- **Online Play:** Develop an online version of the game where players can compete with others globally.
- **Mobile App:** Convert the game into a mobile app for wider accessibility.
- **Internationalization:** Support multiple languages for a broader audience.
- **Database:** Use a database to store a large number of questions and answers, making it easy to expand the game's content.