PROJECT OUTLINE

**TARGET GROUP**

* Primary School Students
* Secondary/University Students (if time)

**THINGS TO RESEARCH**

* How to open links in the same window without reloading the page.
* How to create/implement a countdown timer for questions
* How to create/implement a leaderboard with a coins system
* How to create/implement an interactive map of the world

**WORKFLOW:**

1. Click on continent
2. Regional questions posed with a timer (60seconds)
3. Information on incorrectly answered questions presented at the end of the round.
   1. Format – YouTube links, pictures, factual information, etc.
4. Points: 2 points per correctly answered question + 10 bonus points for finishing in half the time.
5. Saved points can be used to buy coins.
6. Coins can be used to:
   1. Level up other regions on the map
   2. Gamble on a particular round of questions (e.g. the amount you bet is doubled if you answer all the questions correctly in half the time set).
   3. Buy an additional life
7. Initial Lives = 3. Lives are lost if:
   1. Life lost if minimum of 3 questions not answered correctly (within time limit – 60seconds).

**TECHNICAL DETAILS**

* Create a map pieced together by continent.
  + Clicking on a continent will filter questions to a particular region of the continent.
* Questions
  + One-way flow of questions (can’t return to previous question once answered)
* Create a points system
  + Points can be traded in for coins, which can be used to unlock higher levels

**NON-TECHNICAL DETAILS**