**Overview:**

It’s an MCQ type quiz/game app which show 10 random question to a user when he enters his username. When the quiz ends, the user gets time and score of the recent quiz and redirects to quiz home(/quiz). The user can be registered by **admin** in the ***user register*** menu. If username does not exist a pop up shows a message to contact registration desk(admin).

What **User** can do:

* Take quiz/game by entering his username
* Exit quiz or play again.
  + There is a 15 min gap once he played the game or take quiz. (I think this what causing issue with the whole app (check ***get-user.php*** file))

What **Admin** can do:

* Add/Delete User
* Add/Edit/ Delete question and the options(answers)
* View leaderboard
* Delete results from leaderboard (by deleting the user)

A public Leaderboard (/leaderboard) auto updates when a new result available using web sockets.

What I need to be fixed is the 15 min gap for each user when he plays the quiz. There seems to be a problem in ***api/get-user.php*** file. It was working fine in local host before we added this feature.

Can you please check the integration of API and the set it on the live server to test?

**Login credentials:**

[https://server224.web-hosting.com:2083](https://server224.web-hosting.com:2083/)

username: psltwlwt

pass: p5SkpyMRKTy7

**Note: Please use *pslt20.stream* not any other domain or subdomain**

// DB credentials for connection file

define('DB\_HOST', 'localhost');

define('DB\_USER', 'psltwlwt\_shanawar');

define('DB\_PASS', 'r3m3mb3r');

define('DB\_NAME', 'psltwlwt\_quizdb');

App URL: <http://pslt20.stream>

LOGIN: <http://pslt20.stream/admin>

username: admin

pass: admin1234

Leaderboard: <http://pslt20.stream/leaderboard>