

Project Report

Title:- Basic Quiz Game

As a Field work for Course

DATA STRUCTURES CSE(228)

By

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Dated: 11.10.2023

Name: Ashray Vasu

CERTIFICATE

This is to certify that the declaration made by the candidate is correct to the best of my knowledge and belief. This is to further certify that the project entitled “**Basic Quiz Game**” is an authentic record of the candidate’s own work carried out by him under my guidance and supervision. This work has not been submitted by him for the award of any other degree.

Mr. Aman Kumar

Faculty UpGrad

Dated: 11.10.2023

ABSTRACT

This Basic Quiz Game with a Command Line User Interface that allows you to easily create, take, view and list the quiz. Users may easily create quizzes, play quizzes, view the questions and answers and list the quizzes that are available. The Quiz Game has a simple design, with commands like create, take, view, list and exit. The user can use create command to create a quiz, take command to take the quiz, view command to view the quiz, list command to display all of the quizzes that are currently available and exit command to end the quiz game. The command will be quickly followed by the system which will act accordingly. Thus java was chosen to do the front end task to design this application.

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Introduction

In the realm of interactive and engaging applications, quiz games have always stood out as a popular choice. They provide users with an enjoyable and educational experience by testing their knowledge and providing immediate feedback on their performance. This project aims to create a basic quiz game where users can answer multiple-choice questions and receive scores. With a robust game logic, user interactions, and scoring system, this project aspires to offer an entertaining and informative experience.

Objectives

Create a User-friendly Quiz Game: The primary objective is to develop an intuitive and user-friendly quiz game application where users can seamlessly interact with multiple-choice questions.

Implement Game Logic: Build the core logic of the game, including question selection, answer validation, and score calculation. Ensure that the game offers an enjoyable and challenging experience.

Score Tracking: Implement a scoring system to track user performance and provide instant feedback on their answers.

Scope

The scope of this project encompasses the development of a basic quiz game application for mobile devices. It will consist of a predetermined set of multiple-choice questions on various topics, enabling users to test their knowledge. The application's scope does not extend to advanced features like multiplayer modes, extensive question banks, or complex scoring algorithms.

Methodology

The development of the quiz game will follow a structured approach:

Requirement Analysis: Understand the specific requirements and features expected from the quiz game.

Design and UI Development: Create an intuitive user interface design and develop the user interface for the game.

Question Bank: Compile a set of multiple-choice questions on various subjects for users to answer.

Game Logic Implementation: Develop the core game logic, including question selection, answer validation, and scoring.

User Interaction: Implement user interactions, including the ability to select answers and proceed to the next question.

Scoring System: Develop a scoring system that calculates scores based on user answers and displays them at the end of the game.

Testing and Debugging: Thoroughly test the application to identify and rectify any issues or bugs.

Deployment: Publish the quiz game application for users to download and enjoy.

Pseudo Code

```
score = 0

questions = load_questions() # Load questions from a source
shuffle(questions)

for question in questions:
    display(question.text)
    display_options(question.options)
    user_answer = get_user_input()

    if user_answer == question.correct_answer:
        score = score + 1

display("Your final score is " + score)
```

Conclusion

This project sets out to create an engaging and interactive quiz game that will not only entertain users but also challenge their knowledge. By implementing a robust game logic, a user-friendly interface, and a scoring system, this quiz game aims to provide a fun and educational experience. The upcoming stages of development will focus on realizing these objectives and delivering a compelling quiz game to the audience.

REFERENCES

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