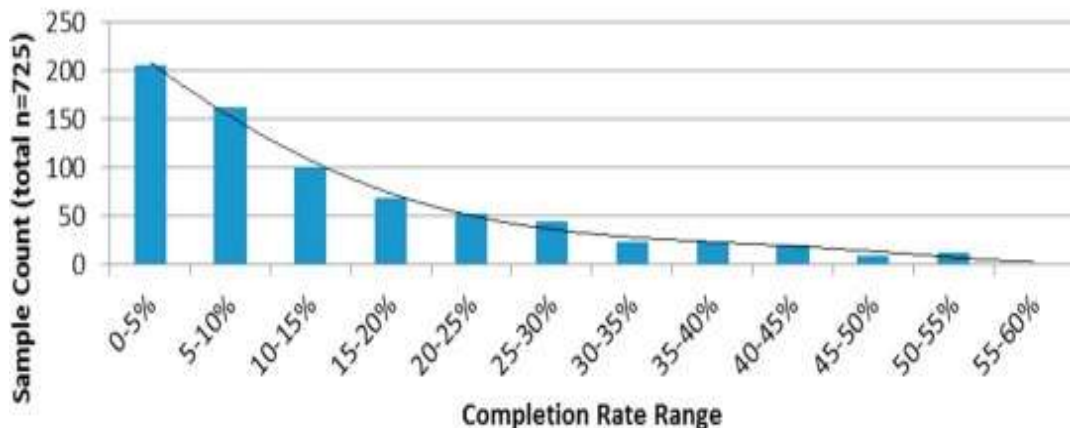


Topic: Daily Trivia Game		Author: Dennis Martir Ramirez	Date: August 23, 2022																										
<p>Problem Background</p> <ul style="list-style-type: none">Games today require a large amount of time and commitment, which in some cases may not be available for students and workers.Additionally expensive hardware requirements on games limit the number of users that can enjoy games.Aggressive marketing of in game transactions hinder the players enjoyment from video		<p>Countermeasures</p> <ul style="list-style-type: none">Create a web app, where users can answer a trivia question which rotates daily.Share a piece of knowledge each day with users.Have limited time events/themes, where questions have a certain topic.Let players choose if they want to make an account or play as a guest.																											
<p>Target</p> <ul style="list-style-type: none">By the end of the semester create a website/app where users can answer a trivia question, which is rotated daily.Users will learn something new each day, thanks to a large assortment of questions.Promote learning in a more interactive way with very little time commitment and free of charge.		<p>Check/Evaluate</p> <ul style="list-style-type: none">For project success a positive response is expected with a large return rate for players. To test positive response, we will ask the players to rate their experience.The experience must work accordingly, there will be a system to report bugs.Questions in game should not be repeated.																											
<p>Causes</p> <ul style="list-style-type: none">Large number of games have very strict hardware requirements.A large amount of time dedication in video games is required. <div><p>Completion Rate Frequency Distribution</p><table><tr><th>Completion Rate Range</th><th>Sample Count (approx.)</th></tr><tr><td>0-5%</td><td>200</td></tr><tr><td>5-10%</td><td>160</td></tr><tr><td>10-15%</td><td>100</td></tr><tr><td>15-20%</td><td>70</td></tr><tr><td>20-25%</td><td>50</td></tr><tr><td>25-30%</td><td>40</td></tr><tr><td>30-35%</td><td>25</td></tr><tr><td>35-40%</td><td>20</td></tr><tr><td>40-45%</td><td>15</td></tr><tr><td>45-50%</td><td>10</td></tr><tr><td>50-55%</td><td>10</td></tr><tr><td>55-60%</td><td>10</td></tr></table></div>		Completion Rate Range	Sample Count (approx.)	0-5%	200	5-10%	160	10-15%	100	15-20%	70	20-25%	50	25-30%	40	30-35%	25	35-40%	20	40-45%	15	45-50%	10	50-55%	10	55-60%	10	<p>Act/Standardize</p> <ul style="list-style-type: none">Continuous observation for glitches and bugs in game to ensure best possible play experience.By completing the project, the team will gain experience creating a game, however simple it may be and project management skills.Additionally, they will learn how to handle front end, back end and database development.Which will help the team grow as a professional and push them into more difficult projects.	
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