Quiz Game

1. What is it?

It is a client-server quiz game written in C with sockets.

2. How does it work?

The server sends a question to the clients. Then clients gives answers by writing to their terminal. They each have to give 3 answers. Each correct answer counts as 10 point. Each wrong or previously entered answer counts as -5 points. The first player to connect gets the right to answer first. Then second player will give answer, then first player will again give answer. It continues like that until they both give 3 answers. Each player can see if it's their turn or not(YT: Your Turn, OT: Opponent's Turn). At the end of the game the server sends the points of the players to each client(player).

3. How to compile and run on local server?

3.1 Compile the source codes

gcc server.c -o Server
gcc client.c -o Client

3.2 Open 3 terminals

In terminal 1 execute this command:
./Server

In terminal 2 execute this command. This is our first player:
./Client

In terminal 3 execute this command. This is our second player:
./Client

3.3 Play the game

Play the game until the end, or quit by "Ctrl+C".

4. Screenshots

Server

Player1 (First client that connects to the server)

Player2 (Second client that connects after player1)

5. Sources

The Definitive Guide to Linux Network Programming (2004 - Appres)