

PROJECT-QUIZ GAME

MICRO IT PROJECT

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Introduction

- Interactive web-based quiz application.
- Features include:
 - Real-time score tracking
 - Answer feedback
 - Countdown timer
 - Answer review section

Objective of the Project

- Build a quiz using JavaScript.
- Practice:
 - DOM manipulation
 - Event handling
 - UI enhancement with CSS
 - Game logic management

Tools and Technologies Used

- HTML5, CSS3, JavaScript
- Visual Studio Code
- Google Chrome

System Workflow

1. User selects quiz category.
2. Questions appear with a timer.
3. Immediate feedback is given.
4. Final score shown with overall feedback.
5. Review section for answers.

Features and UI

- Gradient backgrounds and modern visuals.
- Button hover and active effects.
- Real-time score and timing updates.
- Color-coded answer review.

JavaScript Logic Overview

- 15-second timer per question.
- Score based on correct answers.
- User responses stored and validated.
- Review mode shows correct vs. incorrect.

Challenges Faced

- Managing user input and errors.
- Ensuring full reset for replays.
- Maintaining responsiveness.
- Switching content dynamically.

Learning Outcomes

- Frontend development skills.
- Improved logic structuring.
- Modular JavaScript coding.
- Better UI/UX design understanding.

Conclusion

Practical exposure in:

- Web design
- Interactive systems
- Feedback mechanisms
- Game development with frontend tools

Future Scope

- Add API for dynamic questions.
- Difficulty level support.
- High score tracking and leaderboards.
- Multiplayer mode and animations.