

# CMPE487 FINAL PROJECT

## DRAFT SCHEDULE



### Kahoot! Over WLAN

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## 1. Introduction

It is a necessity to mention what is Kahoot!. Basically, it is an online quiz application. There are two interfaces for users. Firstly, you can prepare a quiz for users, which means by using pictures and so on, it is possible to make quiz. Afterwards, Kahoot gives you a Game PIN which enables quiz attendants to participate in to the quiz easily as can be seen in Fig. 1. Then, after making sure about all online users, the quiz can be started by the host.

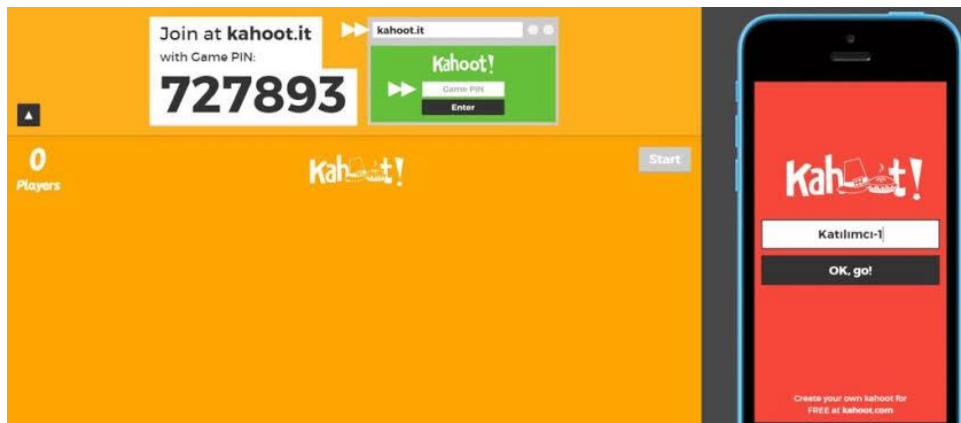


Fig. 1 – Game PIN



Fig. 2 – Quiz Format

Secondly, as aforementioned, the second interface is for quiz attendants, it includes just 4 shapes as can be seen in Fig.2. By choosing a shape you, you are responding to the question the hosts show in their interfaces. There are plenty of properties in the app, you can save the answers and gives detailed data about

attendants. Also, the most used property is the scoring system according to attendants timing and shows the rankings lively, which makes quizzes more interactive and fun as can be seen in Fig.3.



Fig. 3 - the Rankings

## 2. Schedule

There are 3 weeks until the deadline. In the first version, the main goal is to realize a quiz app that realize basic functionalities. Firstly, hosts will be able to create quiz via the host interface and gives a randomly generated game pin to the people who desire to be attendant. Afterwards, attendants send a packet which includes Game PIN and their nickname to the hosts IP. Meanwhile, the hosts send acknowledge to the attendants and save all the user, they wait the start of the quiz. Also, the hosts can manipulate the attendants by kicking them.

Moreover, with the start of the quiz, the hosts send questions to the attendants by starting from first question and its options. After each user responds the question until timeout, the hosts grade them and ask to send other questions. Finally, when the quiz ends, it sends the results of the quiz.

In the first week, we are planning to start developing two interfaces for the hosts and attendants simultaneously. Preparing the quiz and joining successfully to quiz are the main goal of the week.

In the second week, after realizing the goals of the first week, we are planning to complete the first version of the program by adding other features.

In the final week, the core property of the Kahoot is scoring due to their respond timing. In other words, we are planning to add live ranking and scoring system to the app. There will be a counter in the hosts' program, according to the attendants respond time, if there is right answer, the attendants will be

scored out of 1000 points. For example, a user responded correctly the question in 0.1 sec will get 990 points while the other user responded correctly in 0.2 sec will get 950 points.