**Quizzing App**

**Features**

* Landing Page
  + App name displayed boldly.
  + Create account option.
  + Log-in option.
  + Play as guest option.
  + Quit button.
* Create account page
  + Input fields: full name, username, date of birth and password.
  + Buttons: Clear button (clears the data in all input fields), Create account, back.
  + Ask the user to confirm data before submitting.
  + Firebase API/ Google API for the data base.
  + Use an external excel database.
* Log-in page
  + App name.
  + Input fields: username, password.
  + Buttons: Login, back.
* Main Menu
  + Coin status bar, XP status bar.
  + Gifts Button
  + Back button, quit button.
  + Play button: play random, categories(General knowledge, History, Science, Pop-culture)
  + Statistics button
* Play
  + Status bars: money, XP, perks/power-ups, lives.
  + Question box
  + Four options button to select answer
  + A question combo meter
  + Pause button
* Game over
  + A pop-up window which contains:
  + A save me button, a 5 seconds count-down, and a give-up button
  + If user clicks save-me, continue the game. Else, save current data and go back to levels page.
* Pause
  + A pop-up window which contains:
  + Resume and give-up button.
* Perks/Power-ups
  + Hint: a string of text containing the hint, will appear under the question box.
  + Split: Knocks out two wrong options
  + Combo reward: when the combo meter fills, generate a bonus question that doesn’t cause game over if missed but adds one save-me and gives more XP if gotten correctly.
* Statistics page
  + Statistics:
    - Questions answered
    - Correct answers
    - Wrong answers
    - Correct percentage
    - Levels played
    - Levels won
    - Win rate
    - Money earned
  + Leaderboards:
    - Rank number
    - Player user name
    - Player title based on XP
    - Player XP