

Quiz Impact

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PROBLEM STATEMENT:

The problem that we are trying to address is learning is not fun and we will address it by a quiz type game with gacha mechanics.

PROJECT OBJECTIVES:

1. To have a game wherein the user gains new knowledge about general questions of the world.
2. To have a fun and engaging experience.
3. To relieve the user from stress and have fun.
4. To gamble with limits.

PLANNED FEATURES:

- Gacha system where you can wish for 10 times and for 1 time only.
- A quiz type containing 50 questions.
- Chances, also known as, pity where you can get guaranteed to have the highest character if you have a high pity.
- Gems serve as currency to buy wishes.

- Wish store where you can buy wishes using your gems.
- 1 wish = 100 gems
- 1 correct answer = 25 gems
- 10 wishes = 1000 gems

PLANNED INPUT AND OUTPUTS:

- Player's name
- Player's answer in lowercase
- Player's decision to either make the wish for 10 times or for 1 time only.

LOGIC PLAN:

First, the user will choose a number from the menu that will be shown.

1. Menu
2. Start
3. Manual
4. Record of pity
5. Quit

Second, if the user chooses 1(start), he/she will start answering questions. After answering, the program will print if their answer is right or not and the correct answer will be shown.

It will then ask them if they'd like to stop and go back to the menu, go to the wish store where they can buy wishes using the gems that they obtained from answering, or to continue answering.

If they decide to go to the store, they'll choose whether to buy a wish or not. (They need to make sure to have enough though! Or else, they wouldn't be able to buy wishes.)

Another option that they will be seeing in the wish store is to make the wish! After choosing to make the wish, there are three options that will be shown; 1 wish, 10 wishes, or go back to the menu.

After choosing which one to risk, the program will give you a random amount of gems for each wish. For every wish your amount of pity increases by 10. Once you reach a certain threshold eg (90 pity) it will guarantee you a five star or a large amount of gems!