**Trivia Game made with Python, Django and SQLite**

Run the app locally:

1) Download the folder from here: https://github.com/gethgr/trivia-django

2) Navigate to the main folder

3) Create a virtual environment : python3 -m venv <virtial-environment-name>

4) Activate the virtual environment : source <virtial-environment-name>/bin/activate

5) Install requirements : python3 -m pip install -r requirements.txt

6) Run the app : python manage.py runserver

7) Open the [http://localhost:8000](http://localhost:8000/) in browser

Documentation:

The folder contains an installation of Django with default folders and files.

-A start admin project with name trivia\_django.

-An app with name trivia.

-A requirements.txt file with necessary packages.

-A python script with name getDataScript.py to fetch the questions.

**Information about the getDataScript.py**

This python script fetchs all the available questions through the api, create a csv file in the main directory and save questions in this file with name questionsList.csv. In this example the script has already runned and the database is populated with the questions.

**Information about the trivia app:**

-In the trivia/templates/trivia folder there are two html pages that the one display all the questions and the other is for playing each question.

-In the trivia/models.py file there is the model with name Question, with columns like the questions csv file.

-In the trivia.views.py file there are the functions to collect the questions from the database and to play each question.

-In the trivia/urls.py file there is the configuration for the urls.

-In the trivia/admin.py file there is the model register to display in the admin django area.

**Admin User:**

username : admin

password : 12345

Details to populate database table with questionsList.csv file.

- Open <http://localhost:8000/admin> and login with proper credentials

- On the left side click on the “Questions”

- On the right side click on the “IMPORT”

- Choose the questionsList.csv file and import it