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# FINAL PROJECT: TRIVIA TROUBLE

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## APPLICATION PROPOSAL

### OVERVIEW

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### DESCRIPTION

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Trivia Trouble will be a single page app web site that uses an API to pull from a selection of multiple choice and true/false trivia questions. The game will have two screens, the player join/start screen and the gameplay screen. 2-6 players can play. On the join/start screen, the players choose a target number of points to play to and add players to the game. On a player's turn, they select a difficulty and topic. Once selected, a question appears with possible answers. Points will be awarded based on difficulty and question type. **The problem** I am trying to solve is people having fun. It's a trivia game. **I've chosen this project because** I like games, have programmed some simple ones in the past and it sounds fun. The **Audience** is people who want to play games online.

Trello Invite:

<https://trello.com/invite/b/oLHaXQTa/ATTId6f7e1fc40ae04800b2d039c37bcc562AB27C2D4/trivia-trouble-10>

Trello URL: <https://trello.com/b/oLHaXQTa/trivia-trouble-10>

### STRETCH

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- Hints: I would like to have a mechanic where you can get hints. This would work on multiple choice questions by removing one wrong answer. Doing so would cost some accumulated points. I don't know how to implement a hint system on true/false questions. I might just skip those entirely.
- Images: I want to incorporate dynamic images somehow. I would like to base them on the questions and pull them from an image API.

## SCHEDULE

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TASK	DUE	DESCRIPTION
Finalize wireframe	2/7	Get the wireframes as close to their final form as possible
Player join page	2/9	Create an HTML/CSS player join page
Report on Tasks	2/10	Complete the canvas assignment
60-Second update	2/10	Complete the canvas assignment
Player.mjs	2/12	Create a module to contain player information such as name, color, image and score.
Gameplay page	2/14	Create an HTML/CSS page that has the game board on it
Game.mjs	2/16	Create the module to manage the gameplay flow.
60-Second update	2/17	Complete the canvas assignment
Finish portfolio document	2/20	Complete the canvas assignment

## DETAILS

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### MAJOR FUNCTIONS/METHODS

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Game.nextPlayer() { Get the next player and run corresponding animations. }

Game.renderQuestion() { Render the question onto the page }

Game.end() { Display the winner in a modal and navigate to the player select page or modal. Reset states }

Data.loadQuestion(type, category) { Query the API and render the question. }

Game.giveHint() { Randomly eliminate a wrong answer and subtract points from the player }

Player.updateScores(int) { Update the players score data in local storage }

Player.delete() { Delete the players data }

Player.add(name, color, iconIndex ) { Add a player to local storage }

### MODULE LIST

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- Game: Keeps track of game state. Game and board might not need to be separate.
- Data: Interface with the API
- Player: Hold the name and the current score. Can hook to local storage for scoring history and high score.

## DATA SOURCES/API

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### OPEN TRIVA DATABASE

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Web URL: <https://opentdb.com/>

Web API help: [https://opentdb.com/api\\_config.php](https://opentdb.com/api_config.php)

API URL: <https://opentdb.com/api.php>

Useful End Points:

- **/api.php**: The primary endpoint to get questions
  - { response\_code, results [{ type, difficulty, category, question, correct\_answer, incorrect\_answers[], } ] }
  - amount: The number of questions to return
  - category: There are many categories
  - difficulty: easy, medium, hard
  - type: multiple, Boolean
  - token: ensures repeat questions aren't asked
- **/api\_token.php**: Manages tokens
  - command=request: get a token
  - command=reset&token=TOKEN: Reset the token
- **/api\_category.php**: Returns all the categories
  - { id, name }

## STYLING

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The page will have mostly dark backgrounds with brighter foreground colors and generous use of transparency. Players can choose a bright color or image as their avatar. The primary and secondary color will be incorporated, hopeful with gradients.

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### COLORS

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PRIMARY	SECONDARY
POP	WHITE SPACE

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### TYPOGRAPHY

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Primary Font: **Rubik Doodle**

Secondary Font: **Rubik**

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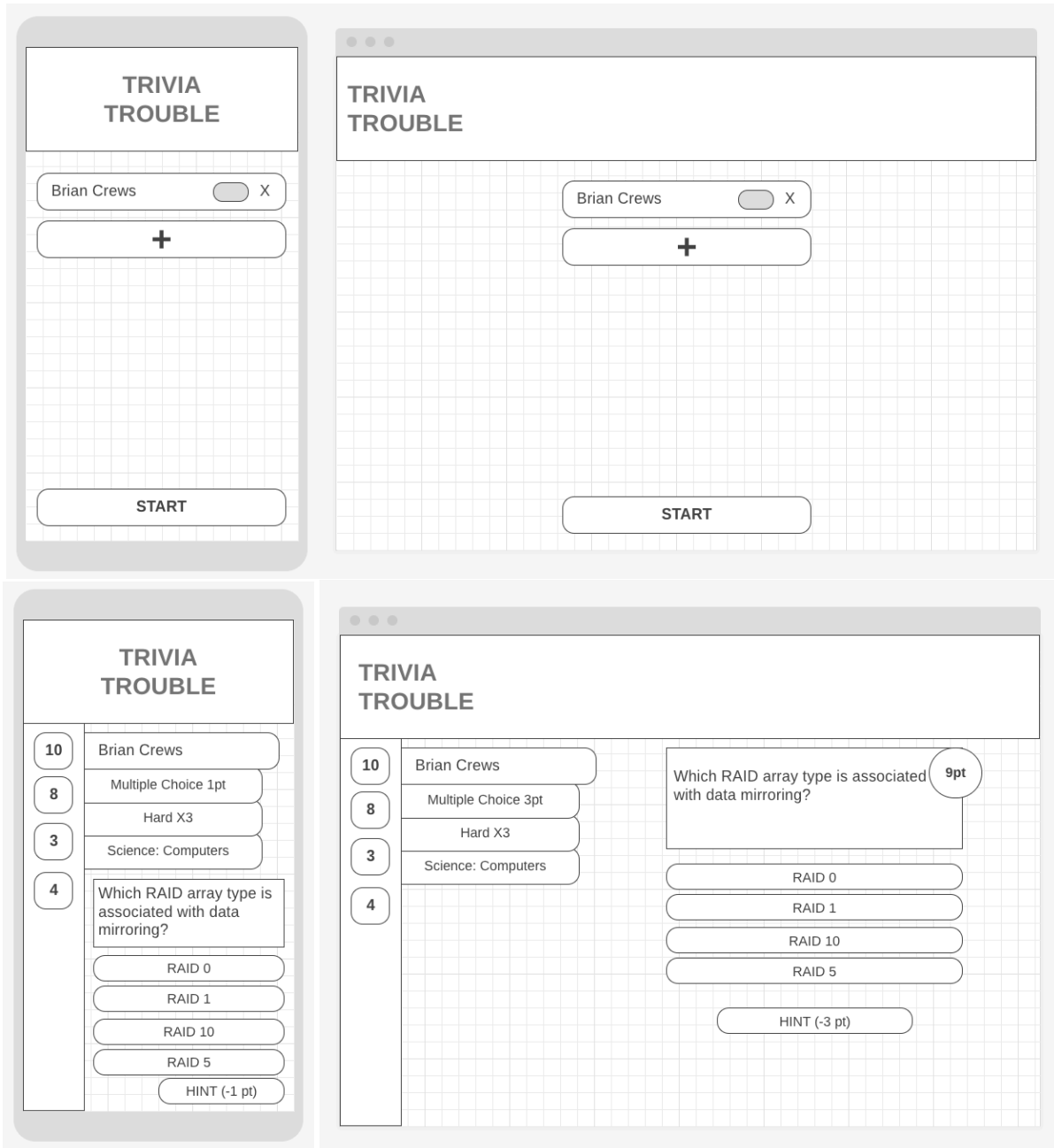
### OTHER

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Other player icons will be taken from svg repo. They will be simple mono colored shapes.



## WIREFRAMES



# TRIVA TROUBLE

10

**Brian Crews 1,234 pts**

8

Easy X1



2

Science: Computers



Which RAID array type is associated with data mirroring?

RAID 0

RAID 1

RAID 10

RAID 5

HINT -3pt

FOOTER