#### **Software Development Life Cycle (SDLC) for Interactive Quiz Application**

#### **Planning (Understanding the Goal)**

The planning phase establishes the foundation for Interactive Quiz Application by defining its purpose, scope, and timeline.

**Purpose**: This project aims to design and develop a responsive, interactive quiz application that facilitates engaging and effective assessment experiences. The application will provide users with a dynamic platform to test their knowledge through various question formats, immediate feedback, and performance tracking. It is intended to support both educational and training purposes by delivering an intuitive, user-friendly interface that enhances learning outcomes and user engagement.

* **Problem to Solve**: Enhance information accessibility by addressing the lack of interactivity and dynamic content through the integration of interactive sections for presenting projects, skills, and testimonials.
* **Target Audience**: Students, professionals,etc.
* **Team Responsibilities**:
  + The **UI/UX Designer** is responsible for creating wireframes, visual layouts, and ensuring a user-centered design approach.
  + The **Frontend Developer** designs and implements the user interface using technologies such as HTML, CSS, and JavaScript to ensure responsiveness and interactivity
  + The **Content Creator** develops and organizes written content, including biographies, project descriptions, and other relevant textual information.

**Project Roadmap**:

* **Week 1:** Finalize the user interface design and develop detailed wireframes.
* **Week 2:** Begin frontend development, incorporating animations and implementing responsive layouts.
* **Week 3:** Develop and integrate core frontend functionalities.
* **Week 4:** Perform thorough testing and proceed with the deployment of the website.