

**POLYTECHNIC UNIVERSITY OF THE PHILIPPINES**

**COLLEGE OF ENGINEERING**

**COMPUTER ENGINEERING DEPARTMENT**

Electives 3

POP QUIZ CHALLENGE

Team Solid

Delos Santos, Alvin T.

Mirano, Miguel T.

Nieva, John Viane C.

Tan, Janine G.

Instructor

**Engr. Frank Anthony Chin**

2017

**I. PROJECT DETAILS**

|  |  |  |
| --- | --- | --- |
| Project Name | POP Quiz Challenge | |
| Project Sponsor | N/A | |
| Project Managers | (1) Delos Santos, Alvin T. | (3) Nieva, John Viane C. |
| (2) Mirano, Miguel T. | (4) Tan, Janine G. |
| Phone Number | (1)09771135952 (2)09150575477 (3)09392758191 (4)09216031108 | |
| Expected Start Date | 2/24/18 | |
| Expected Completion Date | 03/24/18 | |
| Estimated Costs | **Php. 20,000.00** | |

**II. PROJECT DESCRIPTION**

“POP QUIZ CHALLENGE” is a quiz application game that records how fast a player can answer all different general information questions available until he respond incorrectly. Also, it allows the user to contribute questions that other players can answer too.

**II.1 OBJECTIVE AND GOALS**

1. To Design a Quiz Challenge with C# Windows Form Application.
2. To design General Information Quiz Challenge that will test player's knowledge under time pressure.
3. To design a Question Contributing Module for users to add new questions.
4. To design a Leader Board to keep track of records and for viewing ranks of highest scores.

**II.2 SCOPE**

**“POP Quiz Challenge”** will **ONLY focus** on the following**:**

• Quiz Challenge with Time

• General info based Questions

• Question Contributing Module

• Leader Board for Ranking

**II.3** **BUDGET ESTIMATES**

1. **Backend and Front End Developer-** Php 500.00/8 hrs.
2. **Electrical Usage**– Php 500.00/day
3. **Quality Assurance and Product Testing**– Php 500.00/8 hrs.
4. **Project Management and Documentation**– Php.500.00/8 hrs.
5. **Estimated TOTAL** –  **Php. 20,000.00**

**II.4** **CONSTRAINTS, ASSUMPTIONS, RISKS AND DEPENDENCIES**

|  |  |
| --- | --- |
| Constraints | The constraints we have experienced in making the project is the availability of every person in the team as well as the resources that are needed to accomplish the programming task. |
| Assumptions | The constraints, risks and problems that emerge before and during the development of the project were all given solution. After finishing each tasks and the desired plan, the Project is expected to work effectively and efficiently and that its functionality meets quality standards and regulations. |
| Risks and Dependencies | The most significant risk that we have faced is the reliability of every module that we have used in our system. |

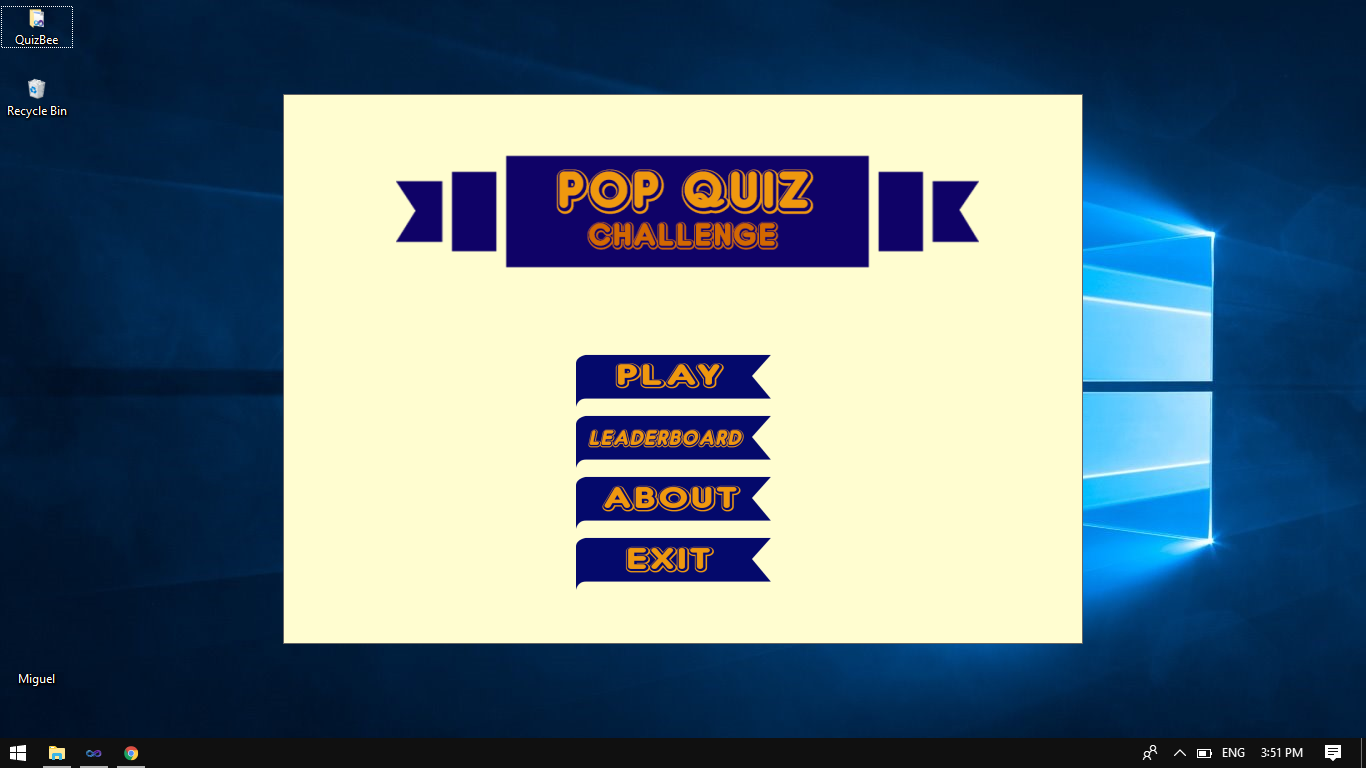
**III. KEY STAKE HOLDERS**

|  |  |
| --- | --- |
| Client | Tournament Participants |
| Sponsor | N/A |
| Project managers | Engr. Delos Santos, Alvin T.  Engr. Mirano, Miguel T.  Engr. Nieva, John Viane C.  Engr. Tan, Janine G. |
| Project team members | Engr. Delos Santos, Alvin T.  Engr. Mirano, Miguel T.  Engr. Nieva, John Viane C.  Engr. Tan, Janine G. |

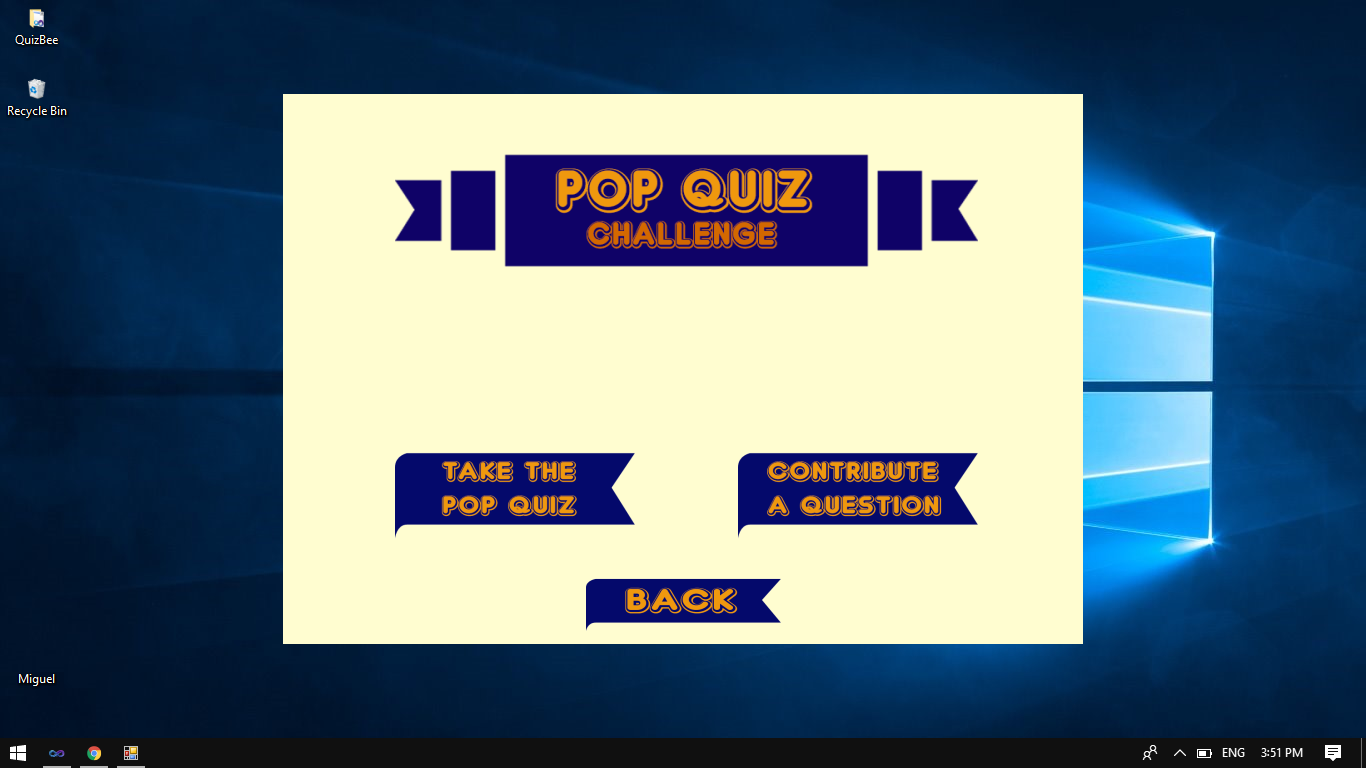
**IV. MILESTONES**

|  |  |  |
| --- | --- | --- |
| **MILESTONES** | **START DATE** | **END DATE** |
| Initial Planning | 2/05/18 | 2/06/18 |
| Identify Modules and Requirements | 2/07/18 | 2/09/18 |
| Designing Phase | 2/15/18 | 2/17/18 |
| Build Phase | 2/19/18 | 3/16/18 |
| Testing and Evaluating Phase | 3/19/18 | 3/23/18 |
| Deployment Phase | 3/24/18 | 3/24/18 |
| **Project Completion and Release** | **3/24/18** | **3/24/18** |

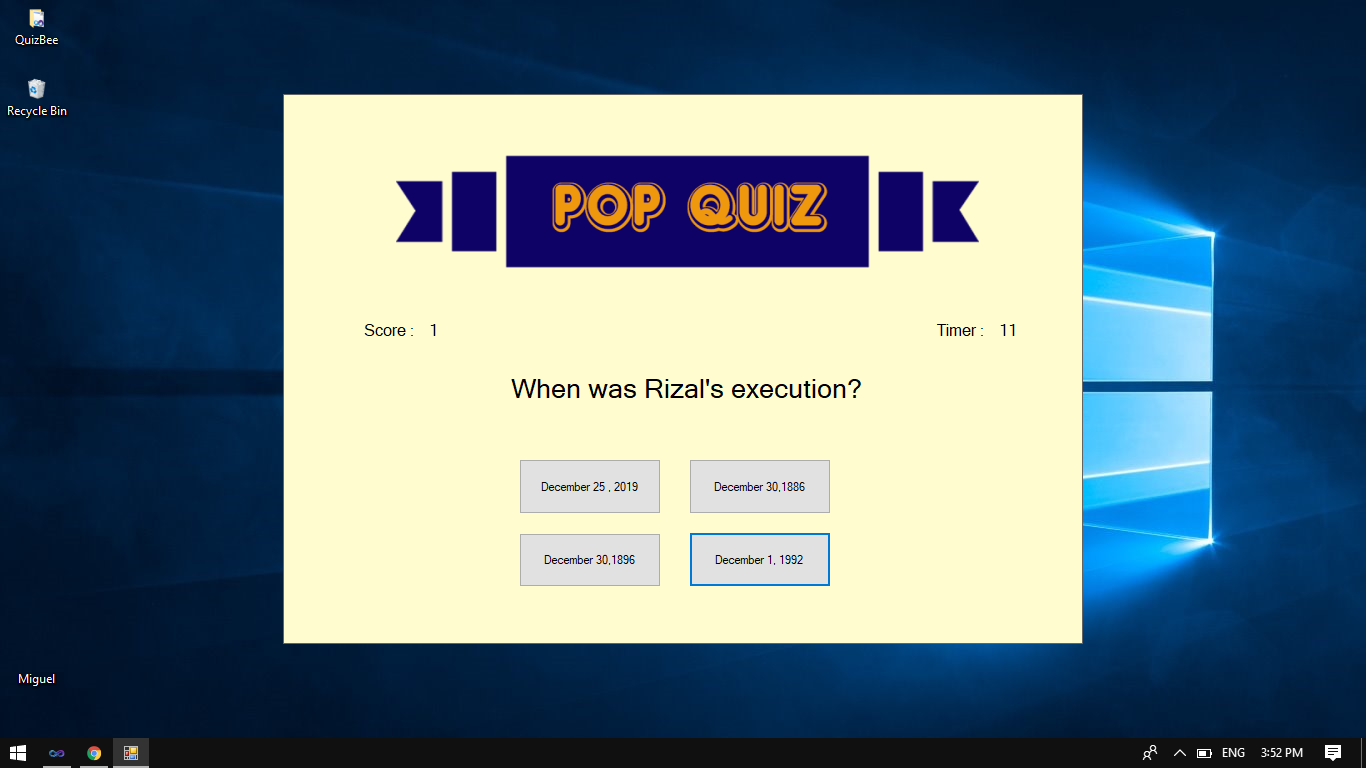
**Prototype:**



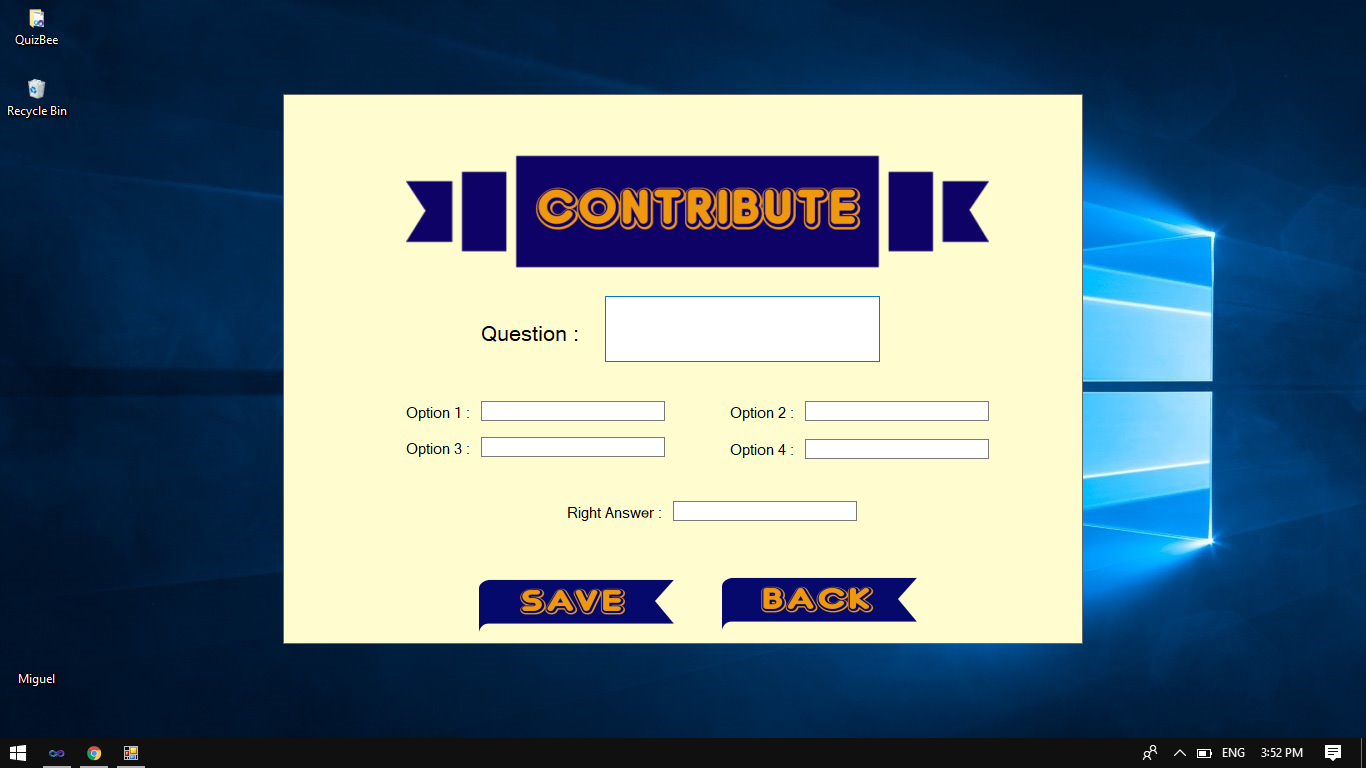
**Main Menu**

****

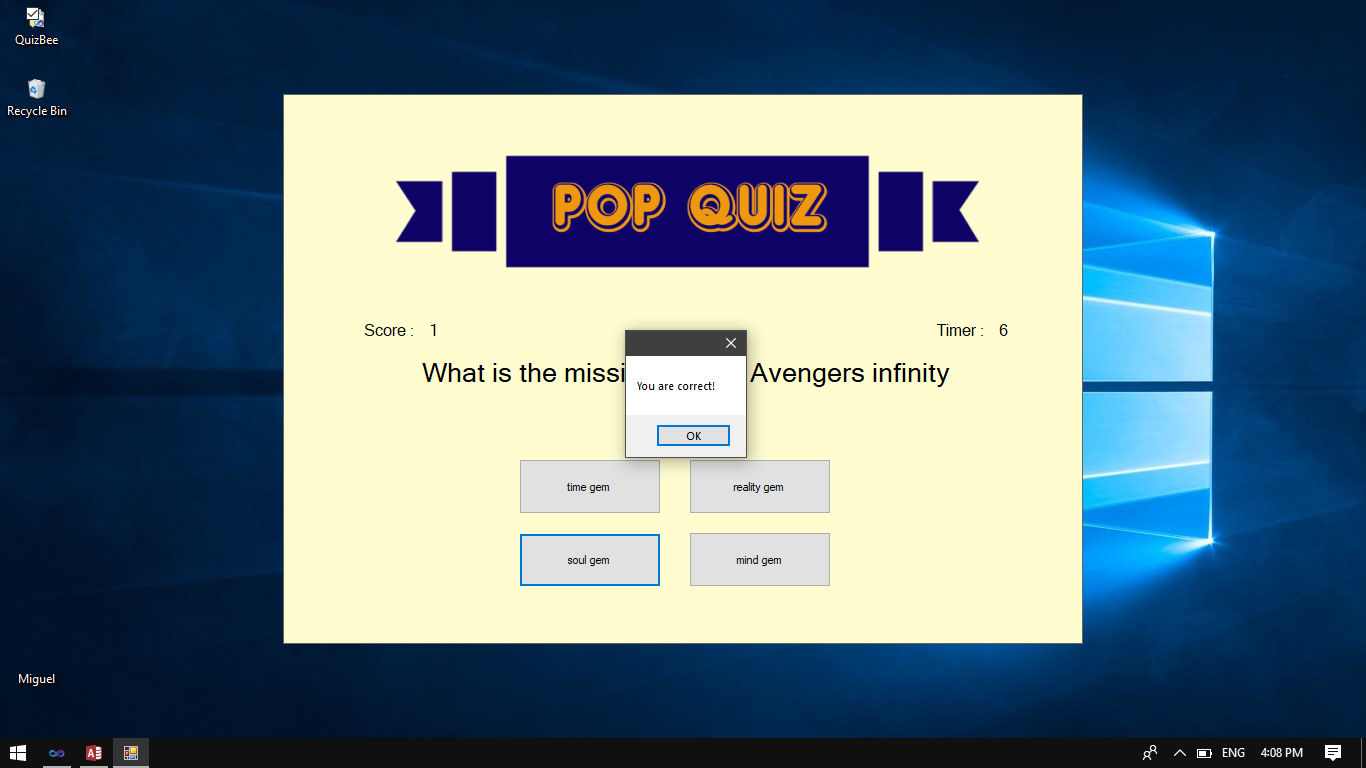
**Play Button Menu**

****

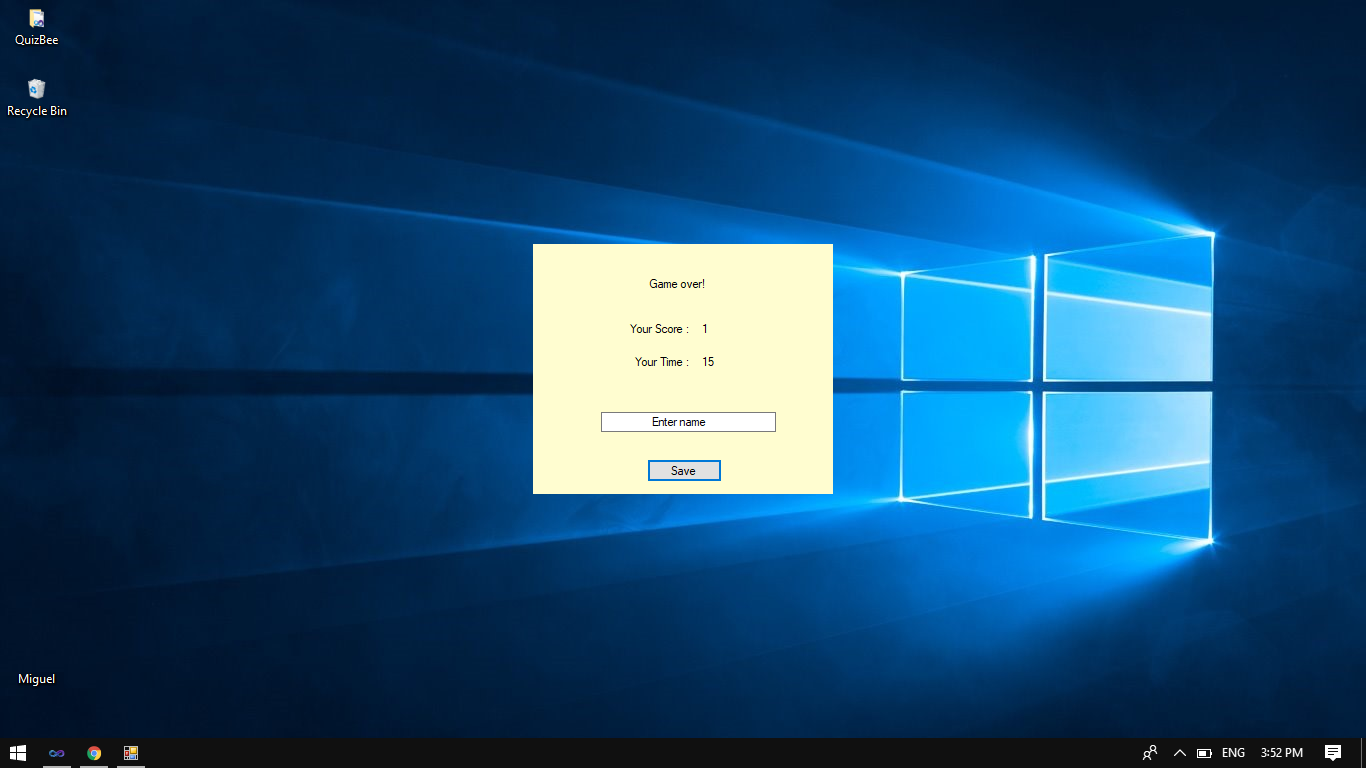
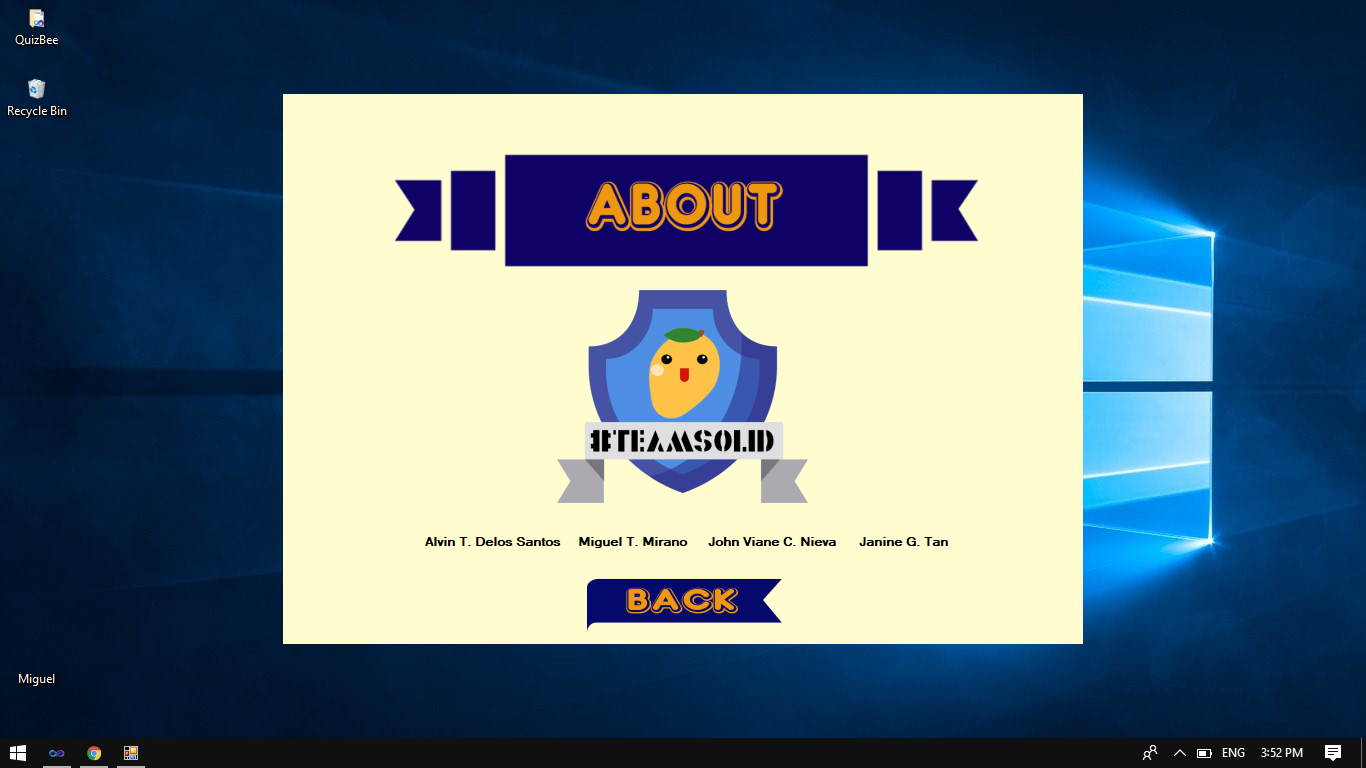
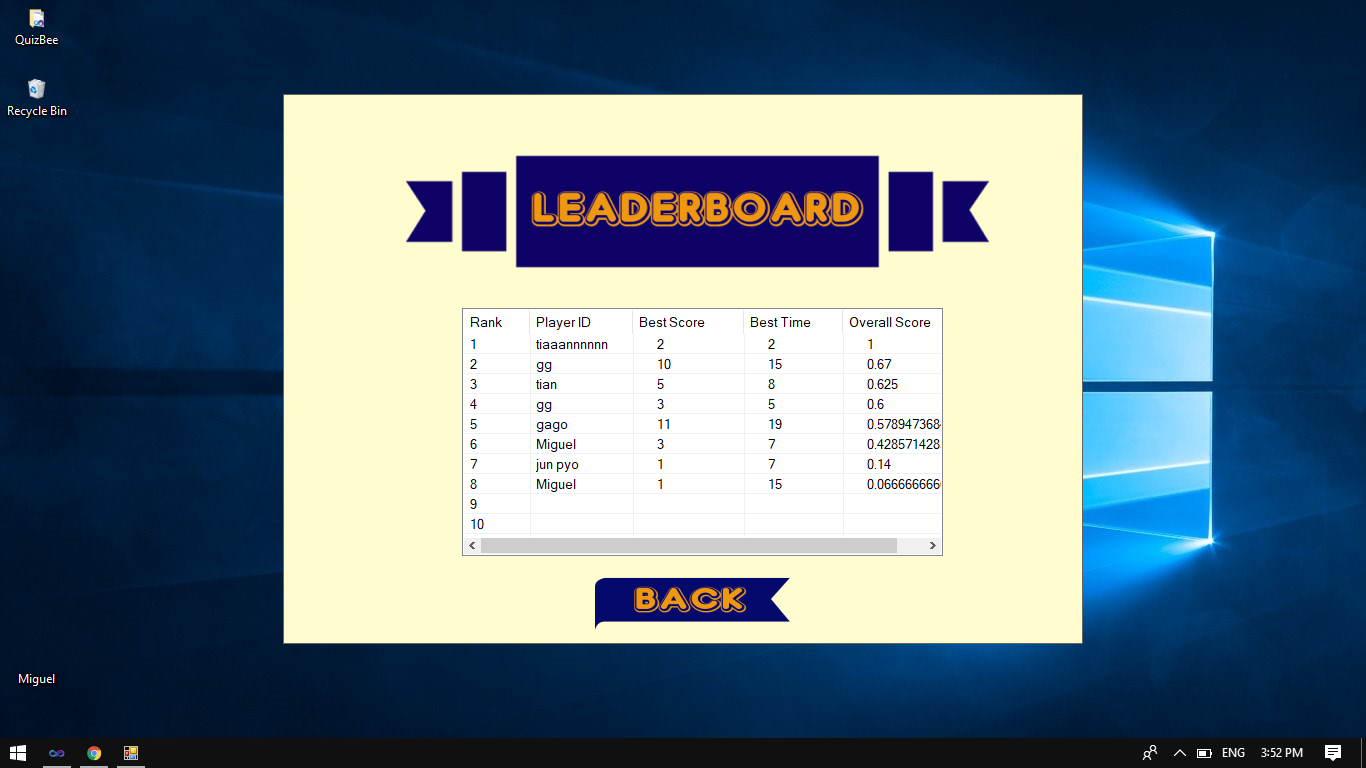
**Main Game**

****

**Question Contribute Window**

****

**Correct Answer Preview**

****

**About**

**Leader board**

**Game over Preview**

**FLOWCHART**

YES

SAVE

BACK

NAME

SAVE

MAIN MENU

PLAY

TAKE THE QUIZ

NO

CONTRIBUTE A QUESTION

BACK

QUESTION

NO

QUESTION

YES

4

ABOUT

BACK

LEADERBOARD

EXIT

MAIN MENU

CORRECT?

DECISION

ANSWER