INTERACTIVE QUIZ APP DOCUMENTATION

Overview:

The objective of the project is to create an interactive quiz app with the creation of a DOM. The main features in this architecture are

- A Timer
- Drag and Drop feature
- Score Card
- Loading newer sets of questions upon pressing Play Again

Constraints:

- No Libraries or IDE's were used.
- Use of Json to load Quiz data's.

Background:

Having no professional background, I had to do a ton of research and learn from tutorials about the syntaxes and use of code.

- HTML and CSS were comfortable as I had previous educational experience relating to both.
- Javascript, Json, Ajax were entirely new to me and had to spend lot of time learning about them from basics.
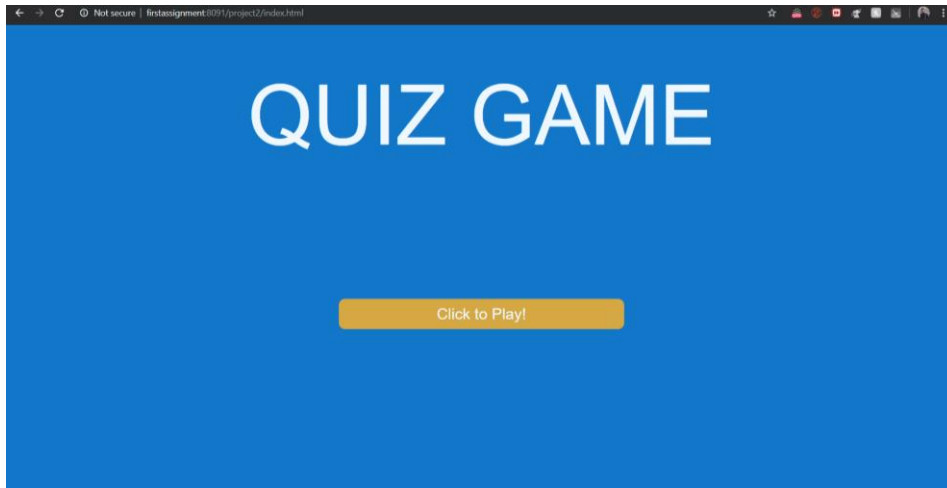- The creation of Undo move with the click of a button was not accomplished.

The order in which I tackled the project was:

- Collection of code snippets for Timer and Drag and Drop functions.
- Building on the basic HTML file.
- Invoking the timer on 'Play' and Stopping the timer on 'End Game'.
- Drag and Drop feature on the Hard Coded terms.
- Linking a Json File to the code.
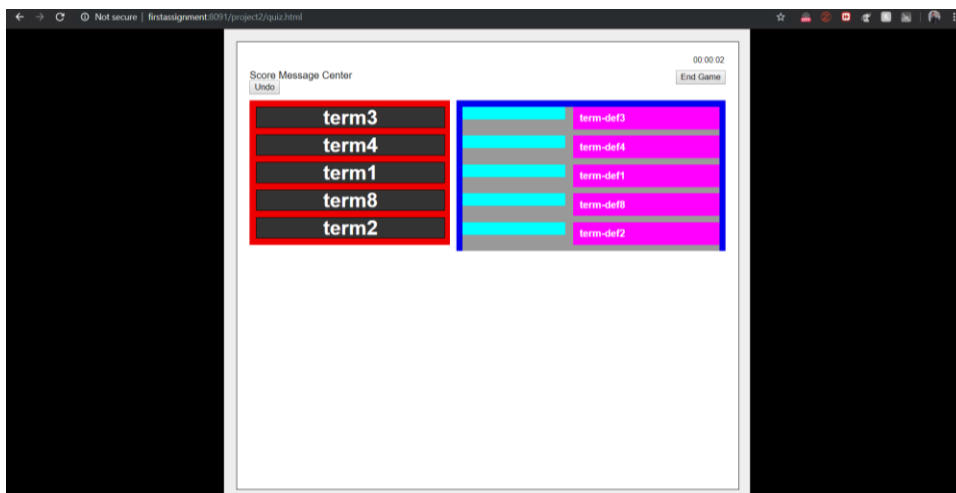- Evaluation of right and wrong answers.

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Diagrams:

Fig1: Initial Page

Fig2: Main Quiz Page

Conclusion:

The Project was done with HTML, CSS and JS, No Bootstrap, JQuery or IDE's were used. This gave a hands on experience in building a web application in its raw form.

This gave me an idea of how various different browsers behave and also an idea about the time requirement it takes to build an application.

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