

JavaScript

Many RPG players are on an amazing race through fun trivia. It's now time for us to develop a we pages with quizzes so that the users can get into some relaxation and advance in the game.



Our game would be a Monsters' fighting game. A player "fights" with each monster by answering question correctly within a limited time like 1-2 minutes then he can advance to the next fighting round.

First, design a JSON file for keeping questions, answers, and other needed information for the quiz-fight game. Apply HTML, CSS, JavaScript and jQuery to develop the game as you design as follows.

- At the start, the name of the game is displayed with an option for a player to choose for 5, 10 or 15 questions.
- Then the questions were random from the JSON file and the next quiz will be a different question than the previous ones.
- One question is displayed at a time with the remaining time shown on a corner.
- When a player choose an answer or the remaining time becomes zero, display the next question without any input/action from the player. The URL of the page must stay the same.
- Some questions or some answers can consist of a picture.
- When all questions are done, display total score, number of correct and incorrect answers, total time spent for all questions, average time spent for each question.

Submission

Submit a GitHub page URL on the Google Classroom's assignment.