**Gaming Project**

A client requires a PHP/mySQL gamification website to run for hundreds of users on IE8. It requires the following components:

1) Individual login for general staff (based on a CSV sheet of usernames/passwords) which directs them to the appropriate test/game. There will be between 3 and 6 different games, however they all run on the same logic and programming, just literally a change of text/pure HTML.

2) The games themselves involve dragging and dropping sections of text onto other sections of text in order to change the content of a document. When the correct text is dropped, the receiving section of text changes into other text. If incorrect, there is a negative score adjustment. There is a stopwatch, a scorecard, a pause button, a simple progress bar, an exit button, a mute button (simple short sounds happen on success or failure events), and another counter. All design aspects are very simple, ensuring that everything can be met with very simple CSS or CSS2, as CSS3 will not work on IE8. No HTML5 can/will be used.

3) Group-level logins for managers to see results/reports. All staff scores will be recorded, and both granular question-level data and trend data (5 worst questions answered per business unit) will need to be visible in a reasonably easy format for the managers. Ideally a sortable, searchable and collapsible HTML table. If easy export to CSV is possible, that would also be excellent.

4) There are Leaderboards for each Business Unit, showing the top 10 players per team by score.

5) The site does not need to be responsive. All devices will fit the 800px wide design without issue or scaling.

6) Data / Reports - Each staff member gets to play the game 3 times. The data of all 3 games should be included in calculations for Trends, but for individual results we only need the best score of each person. Colour-coding of report tables (eg: >2 = red, >5 = black) would be needed - simple Javascript or JQuery would suffice.

7) There are a number of other smaller components / pages such as instruction pages, an 'enter your suggestions' page once a 100% score is achieved, results pages ('you got 80% right, congratulations'), etc. More detail on these is possible for interested parties but the vast majority of the work is above.

All code must be clearly written and commented, and may be accessed or edited by me at any point. As such, I will need a login to wherever your code is sitting.

2 Images from the design are attached - the leaderboard and in-game.

[12:30:21 PM] Debasis Sir: Pls make hoigh level of queries for this project pls

Links:

<http://papermashup.com/demos/jquery-drag-drop/>

<http://www.jqueryrain.com/?cExQ_eA1>

<http://www.jqueryrain.com/example/jquery-drag-drop/page/10/>

<http://www.elated.com/articles/drag-and-drop-with-jquery-your-essential-guide/>

<http://www.elated.com/res/File/articles/development/javascript/jquery/drag-and-drop-with-jquery-your-essential-guide/card-game.html>

<http://www.jqueryrain.com/?fwf1_zIL>

<http://aspsnippets.com/demos/742/>