

NETWORKS LAB

PROJECT SYNOPSIS

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Title

ENQ – ENQ Not QuizUp

Synopsis

ENQ is a multiplayer quiz game that uses the Transmission Control Protocol for establishing connections between the clients and the server. A game begins when it has enough players connected and there can be multiple games running at the same time.

Features

- Server can handle multiple games at once
- A client can choose to spectate a game
- Information about previously played games is stored in a file
- Players receive points on the basis of the time taken by them to answer correctly
- At max 5 games can be running on a server

The questions are of objective type and are stored on the server, along with the answers. After the game begins, all the players receive a randomly selected question simultaneously and the first to answer correctly receives the highest number of points, followed by the second person, and so on. The timer times out after ten seconds after the options have been flashed. There is no negative score for incorrect answers.

The player with the highest score at the end of 10 rounds is declared the winner.

Platform

Compatible with Linux. The entire game will be a Linux command line affair.

Language Used: C/C++