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CS 467 Online Capstone Project
GitHub: https://github.com/lemtho/escape_room_quiz

Website Interaction

URL: <https://osu-2kool4skool.herokuapp.com/>

The website supports two types of users: teacher and student. Please use the following credentials to log in and view the different user-specific functionalities.

Home Page

Logging in:

We have created the following model accounts for the client to view and test website features.

1. Teacher:
 - a. Username: sjackson@school.com
 - b. Password: sjackson
2. Student:
 - a. Username: ewilson@study.com
 - b. Password: ewilson12345

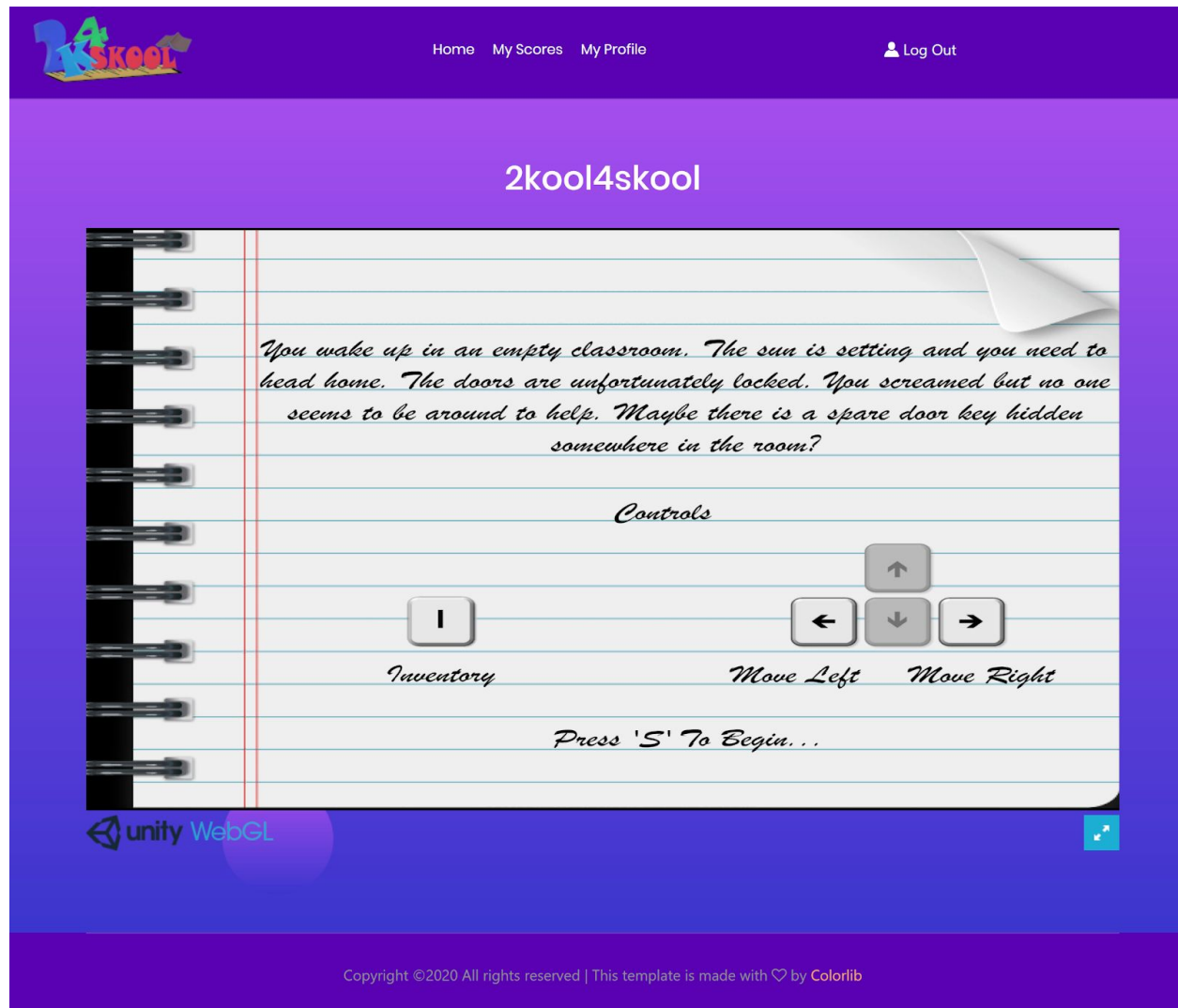
Creating an Account:

On the home page, select the “Create An Account” button. The user will then be prompted to input the required information. After the user submits their information, the server will validate the information. If the input is valid, the server will create the account and redirect the user to the student or teacher home page—depending on the selected user type.

NOTE: Please feel free to create your own student and/or teacher account.

Student Home Page:

The user enters a teacher-provided code and clicks on the “Go” button. The server validates the code. If the code is valid, then the server redirects the user to the game page where the game is loaded.



The user can click on the “Arrows” button to play the game in full screen.

We have provided quiz code **635** (Ancient Egypt) or **2546** (Geography of South America) to be used to play the game while logged in as student Elizabeth Wilson (or any newly created student account). Each quiz code allows a student to play the game once. If the student wishes to replay the game with the same quiz code, a teacher must remove the student’s score from the “Teacher Scoreboard” page.

Student Scoreboard Page:

A table displays a score for quizzes the student has completed. The table can be sorted by quiz name or score using a dropdown filter. Next to each score is a “Results” button that displays the student’s results in detail.

Student Results Page:

The user is presented with details of the student’s quiz.

The screenshot shows a web application interface for a student's quiz results. At the top, there is a navigation bar with a logo on the left and links for Home, My Scores, My Profile, and Log Out on the right. The main content area has a purple-to-blue gradient background. It displays the student's name, the quiz name, and the date taken. Below this is a table with 10 rows of quiz questions, each with columns for Question #, Question, Student Answer, Correct Answer, and Question Point. At the bottom of the main content area, there is a large circular progress indicator showing 100% completion, the final score, and a button to save results. The footer contains copyright information.

Home My Scores My Profile Log Out

Student: Elizabeth Wilson
Quiz: US Civics
Date Taken: 06/02/2020

Question #	Question	Student Answer	Correct Answer	Question Point
1	The President vetoes bills.	True	True	1
2	In what month do we vote for President?	November	November	1
3	The House of Representatives has how many voting members?	435	435	1
4	Who wrote the Declaration of Independence?	Thomas Jefferson	Thomas Jefferson	1
5	Who signs bills to become laws?	President	President	1
6	What do we call the first ten amendments to the Constitution?	Bill of Rights	Bill of Rights	1
7	How many US Senators are there?	100	100	1
8	Vermont is one of the 13 original states.	False	False	1
9	Who is the "Father of Our Country"?	George Washington	George Washington	1
10	How long do we elect a US Representative for?	2	2 years	1

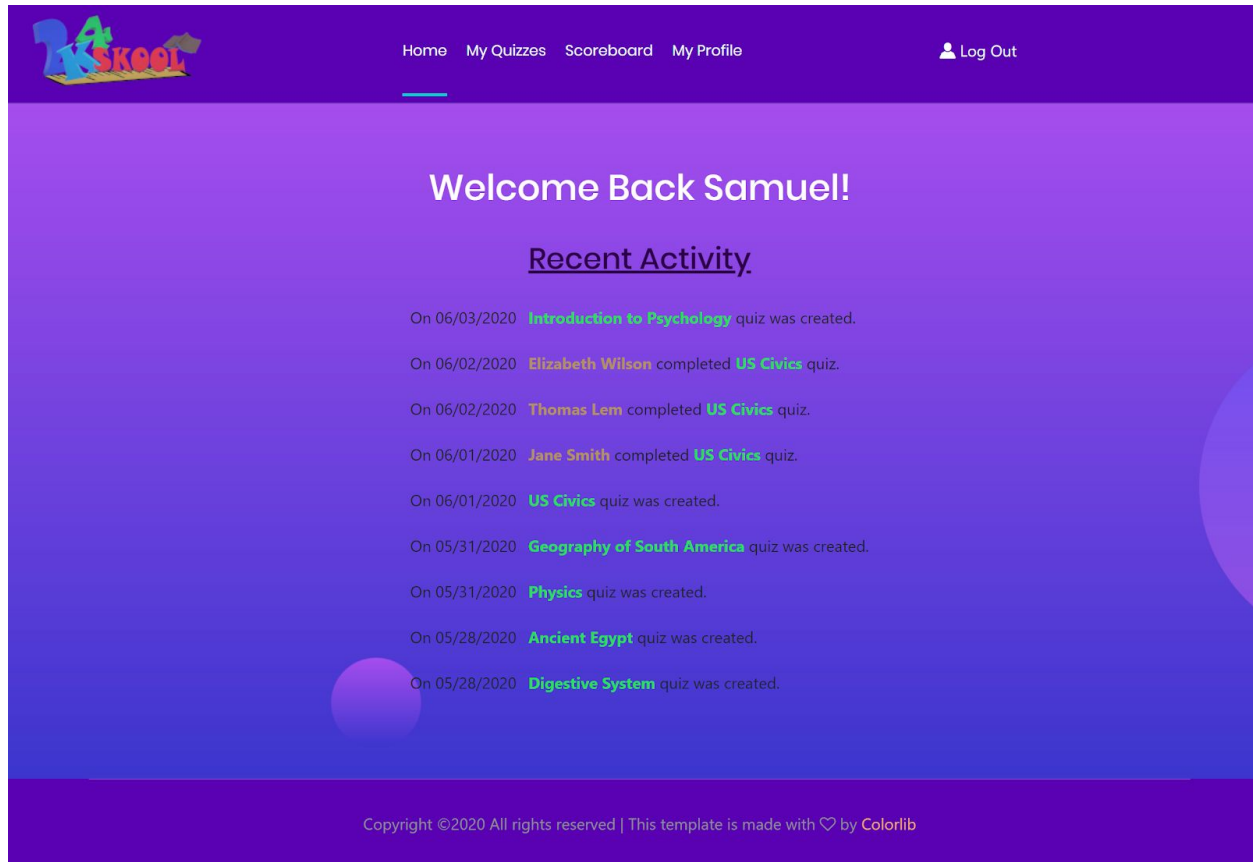
Final Score: 10/10

Save My Results

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Teacher Home Page:

The web page displays a list of recent activities that are associated with the teacher or the teacher's quizzes.



Teacher Quizzes Page:

The user is presented with a list of quizzes they have created.

Quiz Code	Quiz Name	Number of Questions	Number Taken	Published	Action
2819	US Civics	14	3	Y	Results
635	Ancient Egypt	13	0	Y	Results
	Digestive System	8	0	N	Publish Edit Delete
2546	Geography of South America	12	0	Y	Results
	Introduction to Psychology	0	0	N	Publish Edit Delete
	Physics	13	0	N	Publish Edit Delete

Create New Quiz

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After the user publishes a quiz, the user will lose the ability to edit or delete the quiz but will have a button to redirect them to the “Scoreboard” page. On the contrary, the user will be able to publish, edit or delete unpublished quizzes. Only quizzes with a minimum of ten questions can be published. Once the quiz is published, a quiz code will be generated and displayed.

When the user clicks on the “Edit” button on “My Quizzes” page, the user is directed to the “Edit Quiz” page. If the quiz has existing questions, the questions will be displayed here, and the user can either update the quiz name, the current question prompt, or delete the selected question.

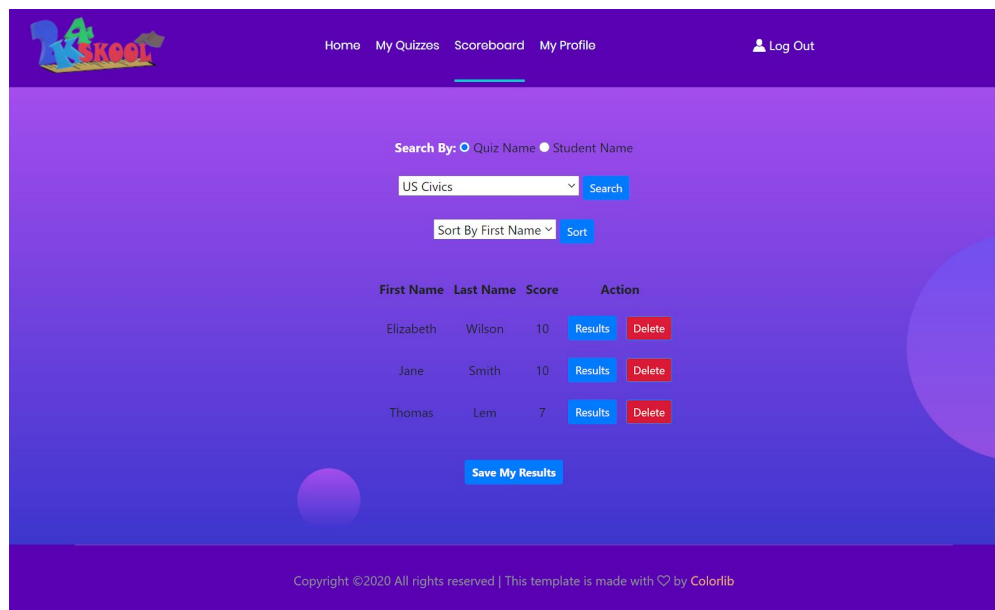
After the edit is submitted, the page will reload to display the most updated list of questions in the quiz. The user will also have the option to add a question to the quiz. When adding a new question, the user will type out the question, the question type, the answer and any wrong choice(s). Once the user submits the new question, the page refreshes and the newly added question is now part of the quiz. The user can exit out of the “Edit Quiz” page by clicking the “Done” button, but any unsaved progress will be lost.

If the user clicks on the “Create New Quiz” button, the user will be directed to a page where they are prompted to enter the new quiz name. After clicking on “Next”, the user will be directed to the “Edit Quiz” page where they can add new questions.

NOTE: Please feel free to publish an existing quiz listed on the table, edit an existing quiz (update quiz name, add/delete/update questions), and/or create a new quiz!

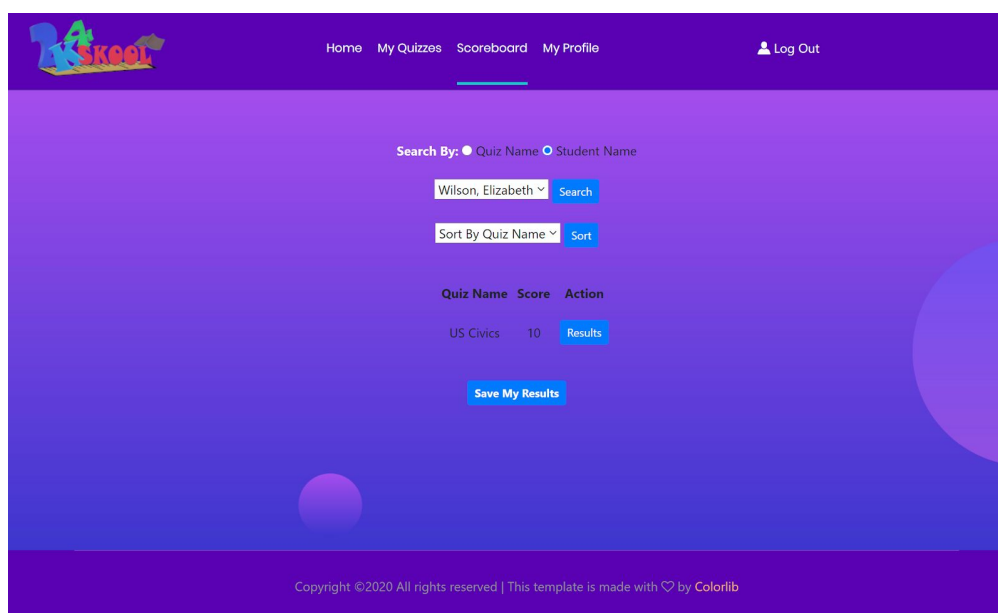
Teacher Scoreboard Page:

The user can select how they want the quiz scores to be displayed by clicking on the radio, “Search”, and “Sort” button(s).



The screenshot shows the Teacher Scoreboard Page with a purple header and a light blue background. The header contains the '24 SKOOL' logo, navigation links (Home, My Quizzes, Scoreboard, My Profile), and a 'Log Out' button. The main content area has a 'Search By:' section with two radio buttons: 'Quiz Name' (selected) and 'Student Name'. Below this is a search input field containing 'US Civics' and a 'Search' button. A 'Sort By First Name' dropdown menu is also present with a 'Sort' button. The results are displayed in a table with columns: First Name, Last Name, Score, and Action. The table lists three entries: Elizabeth Wilson (Score 10), Jane Smith (Score 10), and Thomas Lem (Score 7). Each entry has 'Results' and 'Delete' buttons. A 'Save My Results' button is located below the table. The footer contains copyright information: 'Copyright ©2020 All rights reserved | This template is made with ♥ by Colorlib'.

First Name	Last Name	Score	Action
Elizabeth	Wilson	10	Results Delete
Jane	Smith	10	Results Delete
Thomas	Lem	7	Results Delete



The screenshot shows the Teacher Scoreboard Page with a purple header and a light blue background. The header contains the '24 SKOOL' logo, navigation links (Home, My Quizzes, Scoreboard, My Profile), and a 'Log Out' button. The main content area has a 'Search By:' section with two radio buttons: 'Quiz Name' (selected) and 'Student Name'. Below this is a search input field containing 'Wilson, Elizabeth' and a 'Search' button. A 'Sort By Quiz Name' dropdown menu is also present with a 'Sort' button. The results are displayed in a table with columns: Quiz Name, Score, and Action. The table lists one entry: US Civics (Score 10) with a 'Results' button. A 'Save My Results' button is located below the table. The footer contains copyright information: 'Copyright ©2020 All rights reserved | This template is made with ♥ by Colorlib'.

Quiz Name	Score	Action
US Civics	10	Results

Next to each score is a “Results” button that displays the student’s results in detail. Also, if the user views scores by quiz name, they can remove a student’s quiz record by clicking on the “Delete” button next to that student.

Profile Pages:

For both the student and teacher profile pages, there is a button to change the user’s first and last name, as well as a button to change the user’s password. Upon clicking on either button, a form field is presented that allows the user to update the information in the database.

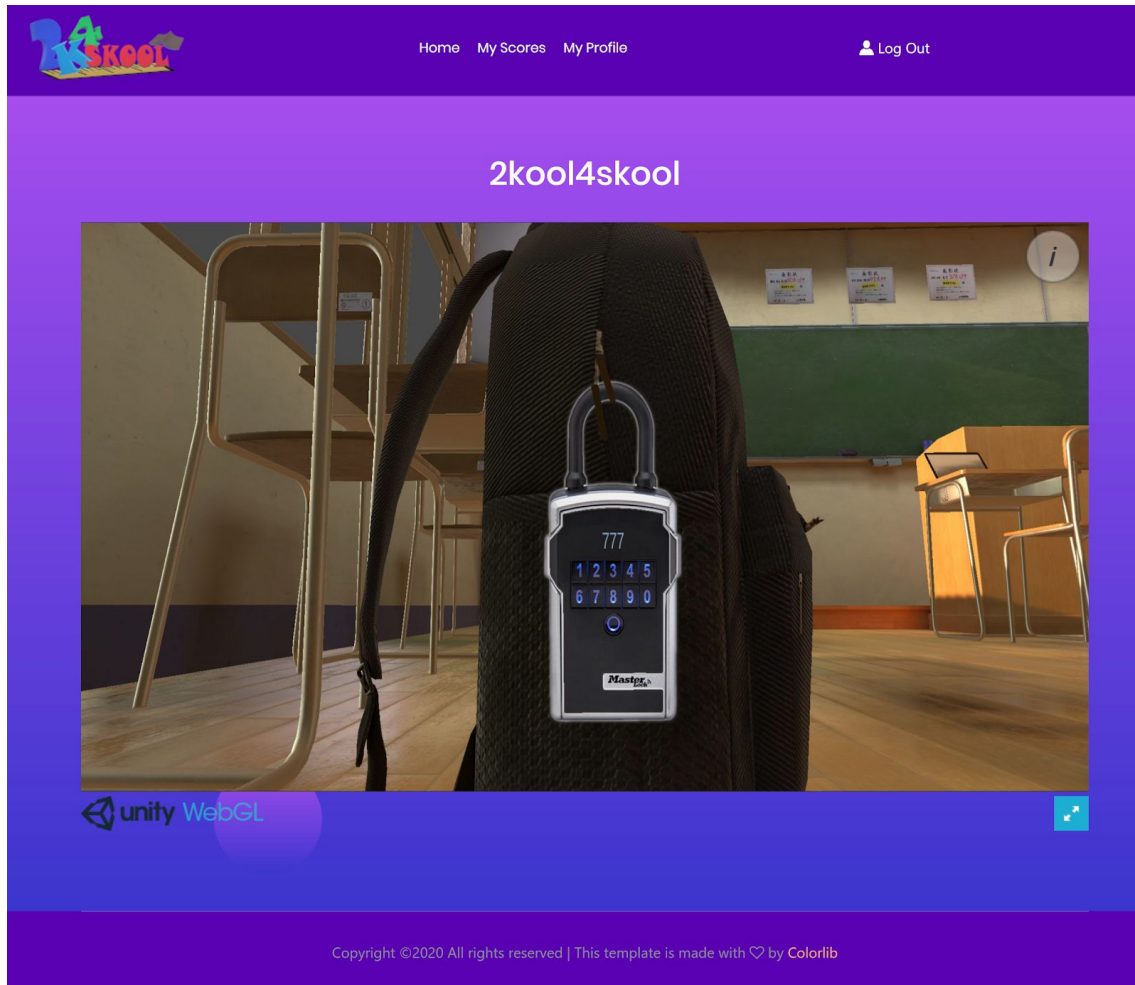
NOTE: Please feel free to update user information on the student/teacher profile page.

Game Interaction

Both the Flashlight Without Batteries and the AA Batteries have to be in player inventory (in no order) for the player to find the Key. Obtaining the flashlight and the batteries each consists of the following steps listed below.

Getting Flashlight Without Batteries:

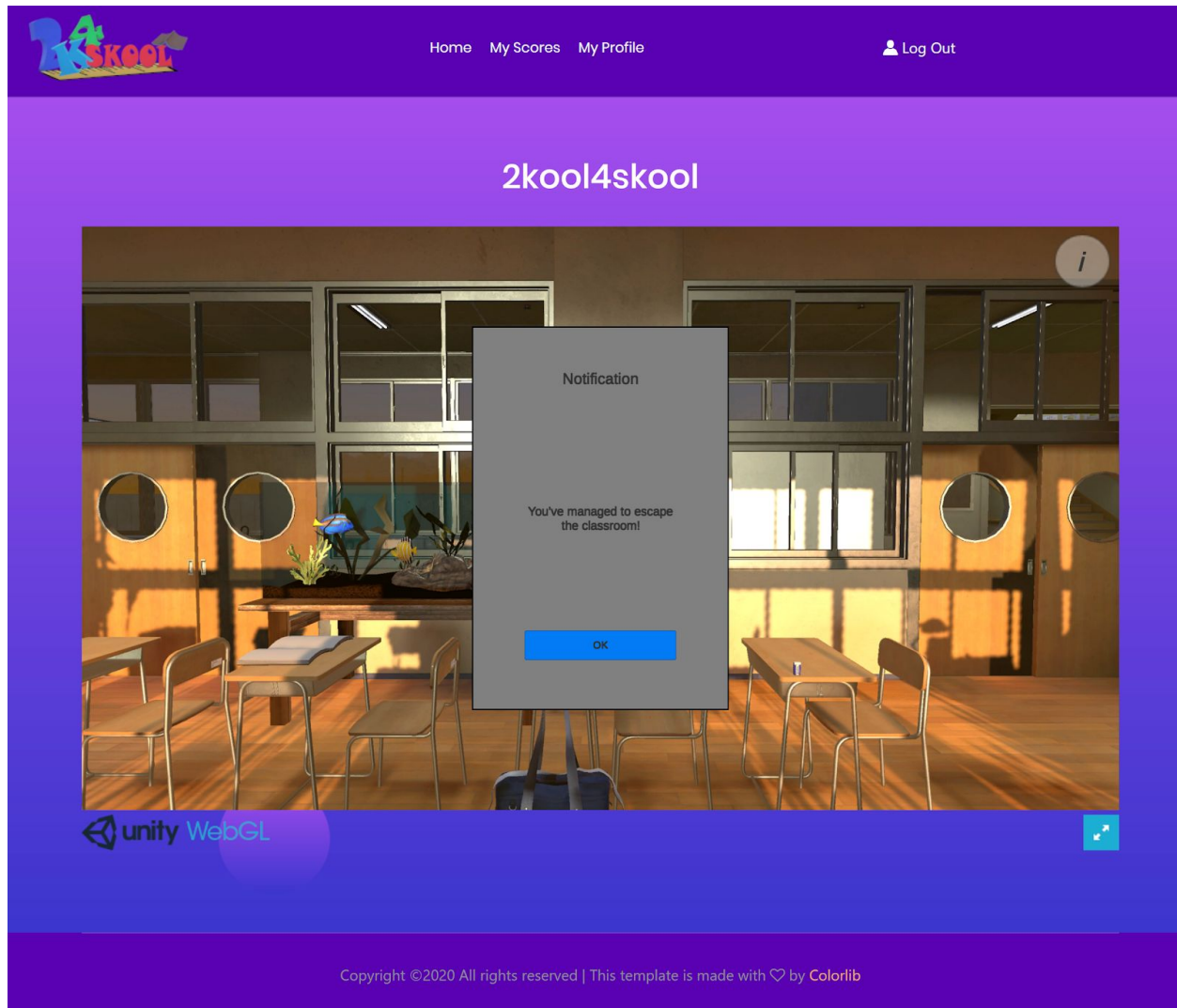
1. The player must interact with the Bookshelf. When this interaction occurs, the player is prompted with a quiz question and upon completion they will receive the item: Scissors.
2. While the player has the Scissors, interacting with the Shoes will result in the player being prompted a quiz question and upon completion the interaction will trigger an event and a new interaction with the Teacher’s Desk will be possible. Prior interactions with the Shoes results in a hint suggesting the student return to the Shoe.
3. Once the player has triggered the Shoes event, the interaction with the Teacher’s Desk will result in a prompt for a quiz question and upon completion, the player will receive the item: Note With Pin Code. Prior interactions with the Teacher’s Desk results in a hint suggesting the player returns to the Teacher’s Desk.
4. While the player has the Note With Pin Code, interacting with the Backpack will result in the player being prompted with a quiz question. After answering the question, a puzzle will appear that requires the player to enter a correct pin code. Upon completion, the player will receive the item: Flashlight Without Batteries. Prior interactions with the Backpack result in a hint suggesting the player return to the Backpack.



Getting the AA Batteries:

1. The player must interact with the Heater. When this interaction occurs, the player is prompted with a quiz question and upon completion the player will receive the item: Aquarium Net.
2. While the player has the Aquarium Net, interacting with the Aquarium will result in the player being prompted a quiz question and upon completion the player will receive the item: Paperclip. Prior interactions with the Aquarium result in a hint suggesting the player return to the Aquarium.
3. While the player has the Paperclip, interacting with the Janitor's Closet will result in the player being prompted a quiz question and upon completion the player will receive the item: Very Portable Step Ladder. Prior interactions with the Janitor's Closet result in a hint suggesting the player returns to the Janitor's Closet.
4. While the player has the Very Portable Step Ladder, interacting with the Wall Clock will result in the player being prompted a quiz question and upon completion the player will receive the item: AA Batteries. Prior interactions with the Wall Clock result in a hint suggesting the player return to the Wall Clock.

Getting Out:



1. While the player has both the Flashlight Without Batteries and the AA Batteries, interacting with Trash Bin will result in the player being prompted a quiz question and upon completion the player will receive the item: Key. Prior interactions with the Trash Bin result in a hint suggesting the player return to the Trash Bin.
2. While the player has the Key, interacting with the Door will result in a prompt for a quiz question and upon completion the player will successfully escape the room and the game will end. Prior interactions with the Door will result in a hint suggesting the player return to the Door.

After the game ends, the player is redirected to their quiz results page.