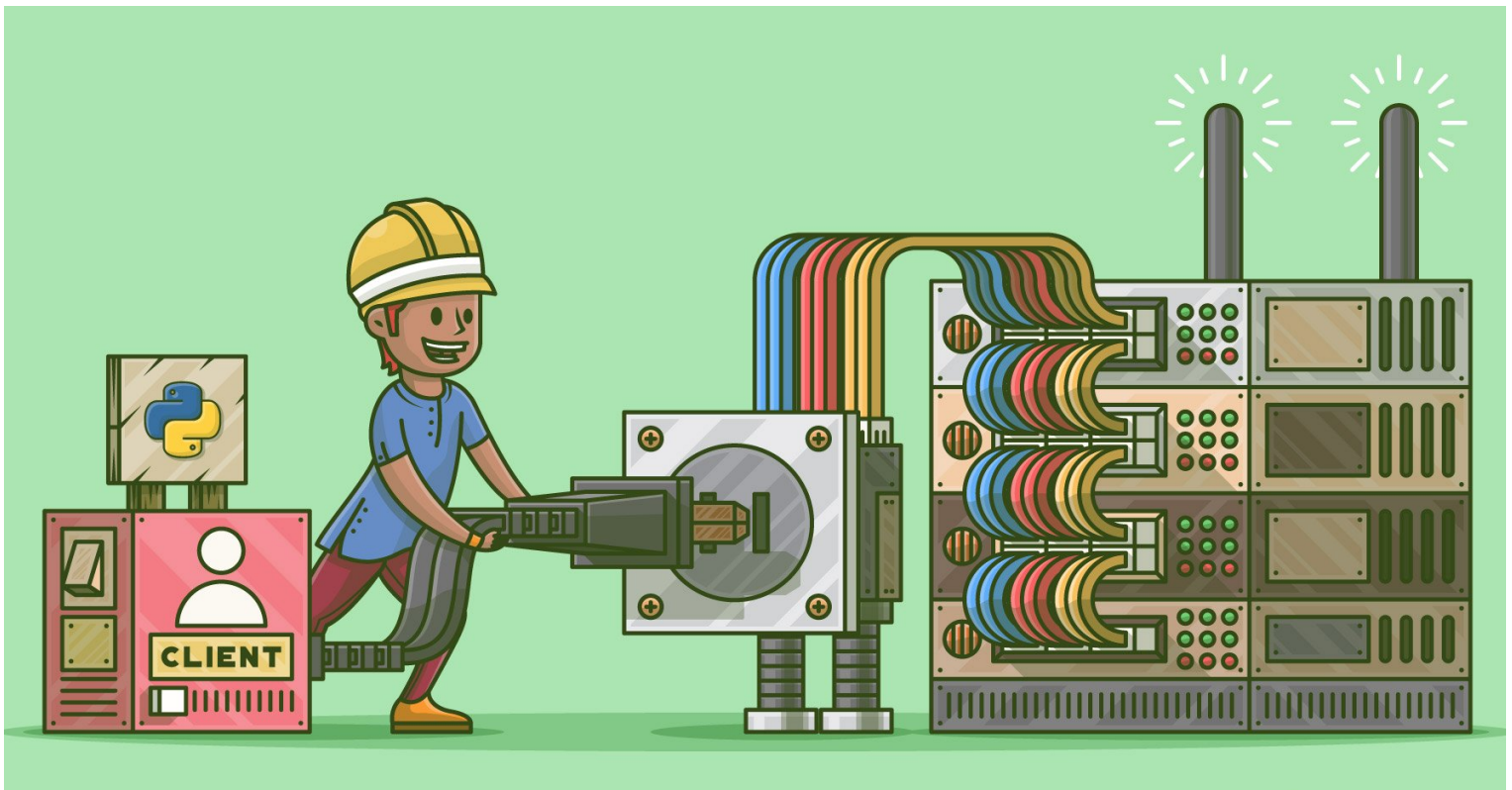

Project Report

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Introduction

It is a socket programming project. The programming language used is Python 3.7.7. A quiz like game is implemented in it. There is a host who conducts the show and participants/players who provide answers. The host has a list of questions and correct answers with him. Host randomly chooses one of the questions and sends to all the players. The players receive the question, think about the answer for a while and press the buzzer. There is a timer for 10 seconds for buzzer to be pressed. Otherwise, the host moves on to the next question. The first one to press the buzzer is given a chance to provide the answer within 10 seconds. If the answer is correct, he is given 1 point, otherwise -0.5. Nobody gets chance to answer this question again. The host then proceeds with the next question. The game stops when any player gets 5 points and that player is declared the winner.

Modules used

- socket
- sys
- time
- select
- random
- termios
- os

Description

- After starting the server, you need to start the clients within 10 seconds. After 10 seconds you won't be able to join the game. The server is in joining mode in those 10 seconds. Game starts after these 10 seconds.
- The players are given player IDs through which they will be identified throughout the game.
- The server does not need any interaction from the user. It will just display the information like the present question, player who pressed the buzzer and the answer given.
- After start of the game, the players will receive the question. The player has to press the buzzer within 10 seconds and before anyone else does.
- For the buzzer, the players can type anything and hit enter or just hit enter.

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- As the buzzer is pressed, the first person who pressed it will get the chance to answer the question immediately. Whereas others will get an appropriate message to wait for the next question in a few seconds.
 - The player who first pressed the buzzer needs to answer the question within 10 seconds after pressing the buzzer.
 - To answer the question, the player needs to type the letter corresponding to the option they want to answer and then press enter. However if you press enter without typing anything or type anything invalid, then it will be considered as a wrong answer.
 - The score of a player along with the scorecard is displayed after the completion of each question.

Assumptions

- The actual number of questions are 43. To have a winner, the game is assumed to be completed within 43 questions. If not completed then no one will be declared as winner, it will be declared as a tie.
- The user is supposed to type only valid options i.e. a, b, c or d. Otherwise it will be considered as a wrong answer.
- The user is supposed to be running the program on a mac or linux system.
- In case the user wants to run the files on different end systems, he/she needs to manually type the host address in the project files accordingly.