

August 2016

Option 1 - Interactive Trivia Quiz Challenge Game

Inspired by [quizup](#) but a PWA rather than a native app and used as a way to illustrate backend design principles. We'll build this app in steps and highlight important lessons as they arise in the design process.

Requirements

- Usage flow
 - Visit site (quizr.io)
 - Anonymous mode works out of the box
 - Ability to do quiz challenges with random other users but no user profile, no persistence of results, no leaderboard, no history
 - Establish a user profile
 - Challenge random or selected opponent to real time trivia challenge
 - Challenger selects subject, responder accepts or rejects (repeat until agreement)
 - Quiz conducted in real time using webRTC data (with optional video)
 - Results are persistent
 - Leaderboards maintained
 - Questions are accessed dynamically via network (caching is not particularly helpful because real time contents won't work while offline)
- Utilize an [open trivia question database](#)
- Implemented as a PWA
- Both a hosted service and an open source code example
- FE uses either react or Angular 2 (TBD)
- Use to illustrate state of the art back end capabilities

App Stages

1. FE - UI starts with anonymous mode only.
2. Add successive features by implementing an API (REST or gRPC). With each step, highlight options and considerations in choosing backend technology
 - a. sign in and user profile management

March 2023

**Wouldn't it be
cool to have a
free quiz game
for everyone
powered by AI?**