



QUIZLER

PRESS START

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AGENDA

- INTRODUCTION
- THE FUNCTIONALITY
- LIMITATIONS
- DEMONSTRATION

INTRODUCTION

- QUIZZLER IS A TRIVIA GAME
- PLAYERS CHOOSE FROM 5 TOPICS: MUSIC, SCIENCE, MATH, SPORT, HISTORY
- GOALS: CREATE A LIGHTWEIGHT DISTRIBUTED TRIVIA SERVER

KEY FEATURES

- 10 QUESTIONS PER TOPIC,
INCREASING IN DIFFICULTY
- IMMEDIATE FEEDBACK ON ANSWERS
(CORRECT/INCORRECT)
- SCORE TRACKING FOR EACH TOPIC
- GRACEFUL END-OF-GAME SCENARIOS

KEEP PLAYING

MAIN MODULES

- QUIZZLER.APPLICATION
- QUIZZLER.CENTRALPROCESS
- QUIZZLER.TRIVIATOPIC
- QUIZZLER

QUZZLER APPLICATION

- DEFINES ENTRY POINT OF THE APPLICATION & SUPERVISES ALL PROCESSES IN THE SYSTEM

SUPERVISION STRATEGY:

- ONE_TO_ONE

QUIZZLER.

CENTRAL PROCESS

- ALLOWS CLIENTS TO UPDATE SCORES FOR DIFFERENT TOPICS
- RETRIEVES THE TOTAL SCORE ACROSS ALL TOPICS

QUIZZLER: TRIVIATOPIC

ROLE:

- HANDLES QUESTION LOGIC FOR EACH TRIVIA TOPIC

KEY FEATURES:

- EACH TOPIC RUNS AS AN INDEPENDENT PROCESS USING GENSERVER

QUIZZLER MODULE

- SERVES AS THE MAIN INTERFACE FOR USER INTERACTIONS
- GUIDES PLAYERS THROUGH TOPIC SELECTION, QUESTION ANSWERING, AND SCORING
- MANAGES TRANSITIONS BETWEEN TOPICS AND END-OF-GAME SCENARIOS

LIMITATIONS

- PLAYER PROGRESS AND SCORES ARE NOT SAVED, ALL DATA IS LOST AFTER THE GAME ENDS.
- THE BASIC TEXT INTERFACE LACKS INTERACTIVITY, VISUALS, AND ANIMATIONS.

OPPORTUNITIES
FOR GROWTH

LET'S TRY THE
GAME!!!

GAME OVER

THANK YOU FOR YOUR ATTENTION!