Our software is a IoT and web-based trivia game for two or more teams and is played with a TimeFlip. This is a 12-sided smart dice, which has different activities, points and times on each side.   
The game is played through a web application, into which the users have to login. Everything the players need to do or know can be found inside this app. Before a game a user can form teams inside the app, select a topic and once everything is set up, start the game.

Once a game has started the web-application guides the teams through the game.  
When it’s a teams turn to play, a player has to roll the TimeFlip, a player has to switch to a different device, where the app shows the terms his teammates have to guess. The playing team gets a clock on their screen.

Opponent teams have to input into the app, whether the term was guessed correctly or not and depending on this input, the elapsed time and the given points from the TimeFlip, the Application calculates the points for the team.

Throughout the game, players always have the opportunity to check statistics of past games inside de in-game interface.

There is also an administration site to this web application. A game-curator can create new topics and terms inside these topics. Further game-curators have an overview of all currently running games.

Administrators get the possibility to manage, edit and create games.