Project Documentation: SAU Jeopardy – Intra-Collegiate Quiz Web Application

Introduction

SAU Jeopardy is an interactive web-based quiz application developed and hosted as part of an intra-collegiate event. Designed entirely by a student, the web app brought the excitement of the classic Jeopardy format into a digital setting, allowing participants to engage in a fun and educational quiz competition across multiple domains.

Objective

The purpose of this project was to digitize the traditional quiz format to streamline participation, enhance interactivity, and simplify score tracking. By automating question handling and real-time scoring, the quiz experience became more efficient, fair, and visually engaging.

Technology Stack

HTML5: For creating the structure of the web application.

CSS3: For styling and responsive design of the quiz interface.

JavaScript: To manage dynamic content, question logic, and scoring mechanisms.

GitHub: Used for version control and collaborative coding.

Local Server (optional): XAMPP or similar environment used for local testing and deployment during the event.

Features

* Jeopardy-style clickable game board with categories and points.
* Real-time score display for participants.
* Visually appealing interface with responsive design.
* Modular JavaScript code for flexible question management.
* Designed to support live quizzes and screen projections.

Outcome and Impact

The SAU Jeopardy event was met with enthusiastic participation and praise for its professionalism and execution. It demonstrated how student-led technology projects can enhance academic and extracurricular engagement. The app served not only as a quiz platform but also as a showcase of innovation and initiative.

Conclusion

This project successfully merged creativity with technology, offering a scalable, reusable template for future quizzes and competitions. SAU Jeopardy proved that tech-based learning tools can significantly improve student involvement and event quality.