CPSC 332 Web Project Deliverable 2 Canis familiaris Guesser Matt Nguyen 11.05.2022

GitHub URL

 $\underline{https://github.com/GUWebDevelopment/cpsc-332-web-development-final-project-mootqns.git}$

Functional Requirement 1

Users must be able to click a start-game button

A simple button to start the game. This makes the experience more intuitive to have a pause prior to diving into the quiz. To interact:

- 1. Click the "play" button
- 2. Begin playing





Functional Requirement 2

Users must be able to see their score update live

While in the quiz, users should be able to see the points they gain. This allows users to feel more involved in the game. To interact:

- 1. Answer a question
- 2. If correct, the answer will flash green and points will be added to the score





Functional Requirement 3

Users must be able to see their progress update live

While in the quiz, users should see their progress in relation to the number of questions they have left. This allows them to know how much more they have to complete. To interact:

- 1. Answer a question
- 2. See progress updating live in the top right





Functional Requirement 4

Users must be able to view a leaderboard

To add an element of competition to this game, users should be able to navigate to a leaderboard page and see both the daily and all-time high scores listed numerically. To interact:

- 1. Navigate to the home-page
- 2. Click the "leaderboard" button
- 3. View the leaderboard





Functional Requirement 5

Users must be able to input a username and profile picture

To make the leaderboard interesting, the username and if applicable, profile picture should be stored there alongside the score. To make this happen, there needs to be a field to input a username and profile picture that stores alongside the score. On the front-end, this means that at the end of the game, you will have an option to type in a username and upload a photo from your local system. To interact:

- 1. Answer all questions in the quiz
- 2. Reach the end page
- 3. Enter a username/upload a profile image if you chose
- 4. Hit the save button and clear the fields





