

# Client Brief

## Not So Trivial Pursuit

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### Project description:

The internet is the future and I want to take my board game ideas to the world wide web. I need an application that lets me generate customizable trivia games for parties AND I want to be able to favorite (save) these games for play at a future date.

### Requirements:

- Uses Open Trivia database API and Firebase
- In dropdowns, users can select the number of questions and trivia category
- Once selected, the retrieved data should be presented to the user in a playful, trivia game-like experience
- Users are able to start a new game with new question criteria or save their current questions so it can be replayed another time
- All saved games can be viewed publicly
- Proper error handling. For example:
  - User has chosen option for the trivia category

### Stretch goals:

- Loading animations
- Enhanced UI animations
- Users can set the difficulty
- Users can mix question type (MC and True/False)

### Deliverables:

- Project files up on GitHub
- Project up on GitHub pages or your own URL
- All requirements completed BEFORE any stretch goals have been attempted

# Style Guide

Not So Trivial Pursuit

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## Brand Colours:



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