TERM PROJECT SCIO

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Scio

-> Our name comes from the Latin, meaning as **"to KNOW"**.

-> We know that

"KNOWLEDGE IS POWER, POWER IS ABSOLUTE."

Quiz Modes

We support 3 different game modes.

1. **Single**
   a. You can get quizzed with questions selected from a single topic.
   b. You can select question difficulty and number of questions.
2. **Multiple**
   a. You can get quizzed with questions selected from multiple topics.
   b. You can select question difficulty and number of questions for each topic.
3. **Custom**
   a. You can upload your own quizzes to the app, in a specified format, explained in README.md

Custom Questions

```json
[
  {
      "question":"Which dictator killed the most people?",
      "correct_answer":"Mao Zedong",
      "incorrect_answers":[
      "Joseph Stalin",
      "Adolf Hitler",
      "Kim Il Sung"
      ]
  },
  …
]
```

Open Trivia Database

- We used Open Trivia Database's Trivia API as a source of questions.
- This API can return a set of questions according to category, difficulty, number of questions, and type (multiple choice of T/F) .
- Currently there are 23 different categories.

Time Constraints

- In order to provide a fair game, we had to keep our time intervals as tight as possible, and that led into responsiveness in our game logic.

- We've used UDP packets in our app, and we've created a sufficient integrity with repetitive consecutive packets.
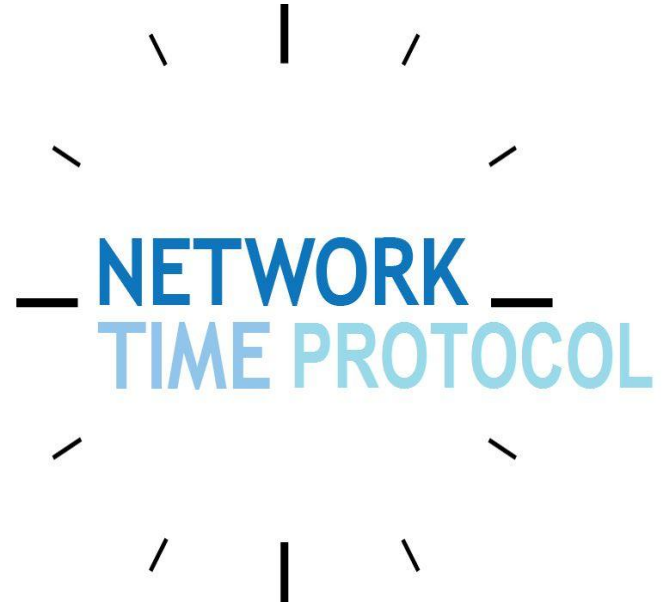
Timestamps

- Packets include timestamps.

- These timestamps help the clients and the host to know the current events of the game.

- Even if client's packets are late, timestamp is checked for fairness.

Universal Time & Offset

- We need to have host and all clients synchronized to have a meaningful game.

- Thus we've utilized NTP(Network Time Protocol) to set host and all clients into approximately same time quant.

THANKS FOR WATCHING!