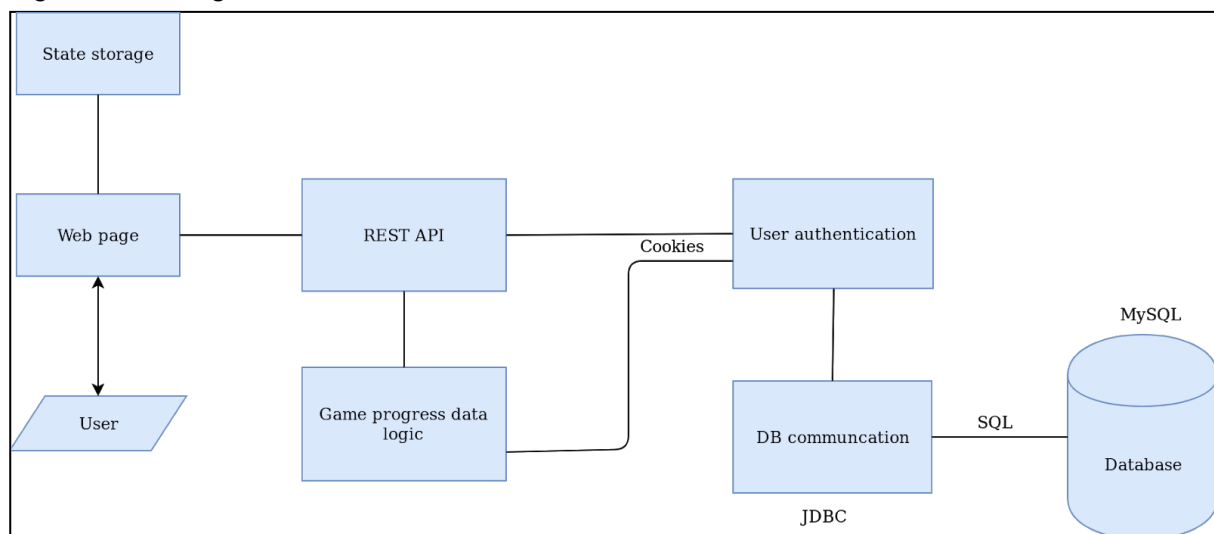


## Online Questions Game - Think-a-bit

### Requirements:

1. An online game with randomized questions
2. Sign in / Sign up
3. Difficulty setting
4. Each level / stage has 10 consecutive questions
5. After all the questions are answered correctly, the next stage unlocks
6. Question type:
  - a. Closed with one correct answer
  - b. Closed with more than one correct answer
  - c. Open with a numerical answer
7. Each consecutive stage has increasing difficulty - less tries for answering the questions
8. User can replay a stage after a certain amount of time
9. Each stage has a certain amount of tries for answering the questions - the higher the difficulty, the less tries
10. If a user has run out of tries for a stage, he can “buy” more tries

### High Level Design:



The system contains 3 components in a Java application communicating with the web browser via REST calls and with the database via JDBC driver. These components are:

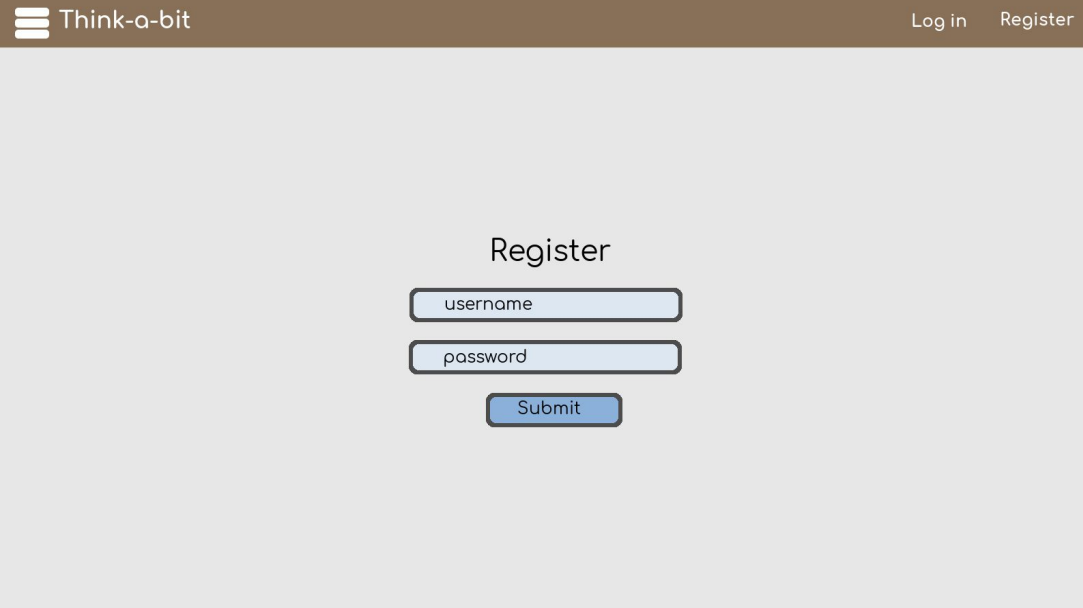
- User authentication - The logic that with register, log in and log out a user. Communicates with the browser with Jersey REST Api. Has internal communication with the DB Communication Component for inserting and getting the user information.
- DB Communication - The logic that makes the SQL queries and sends them to the MySQL DB. JDBC functionality here. Communicates with the Database via SQL.

- Game progress data - The logic that manages the arrangement of the questions, the question type, the locking and unlocking of the stages, the tries for each stage and the difficulty settings. Communicates with the web browser with Jersey REST api and transfers information to the User module via Cookies.

The web page is built using React framework. In accordance with user actions, requests are being sent to server in order to get or update user's data. A state, needed for proper page rendering, is kept on the front end.

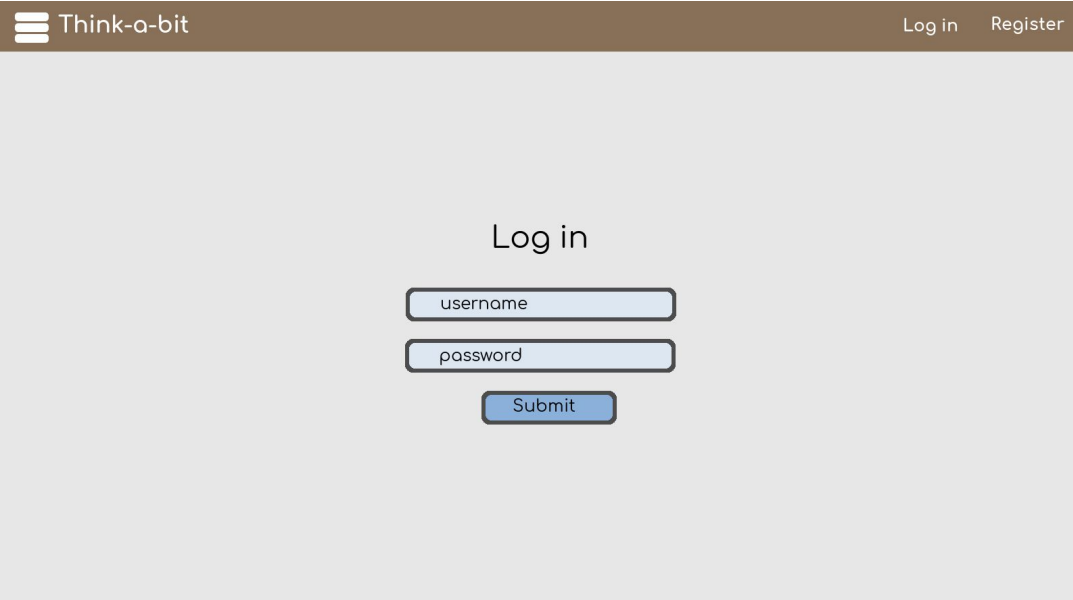
The user will see a web based interface as follows:

### 1. Register



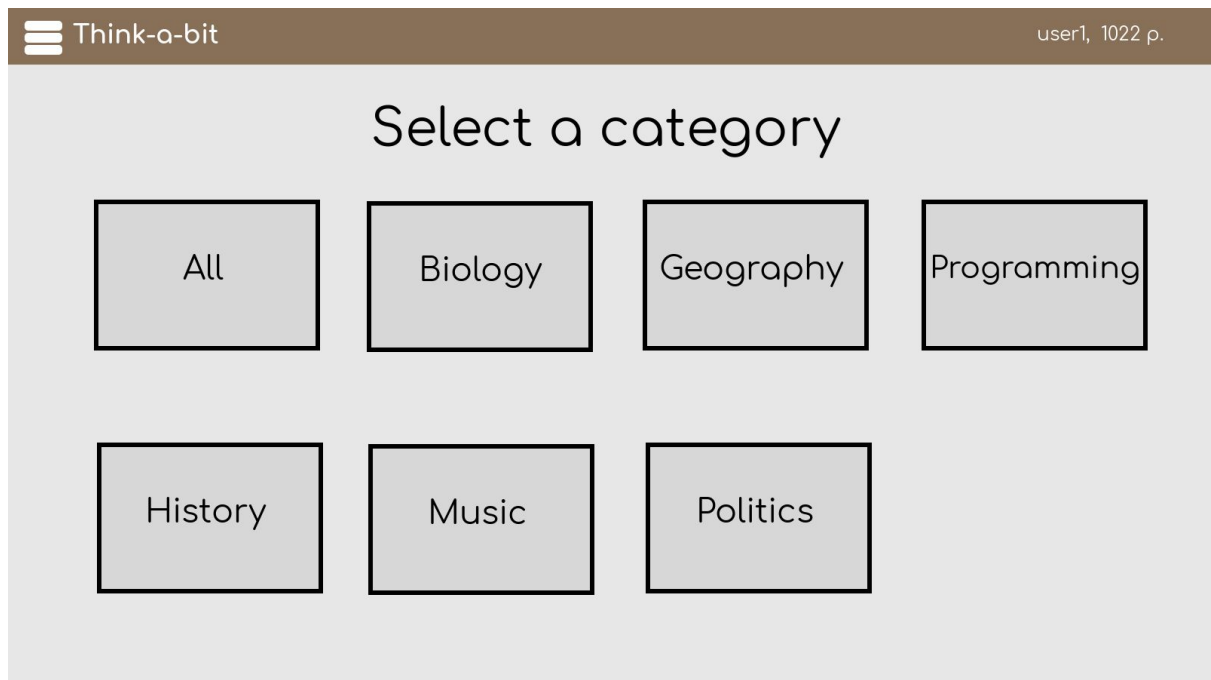
The screenshot shows the 'Register' page of the 'Think-a-bit' application. The page has a dark brown header with the 'Think-a-bit' logo on the left and 'Log in' and 'Register' links on the right. The main content area is light gray and contains the title 'Register' centered. Below the title are three input fields: 'username', 'password', and a 'Submit' button, all centered and stacked vertically.

### 2. Log in

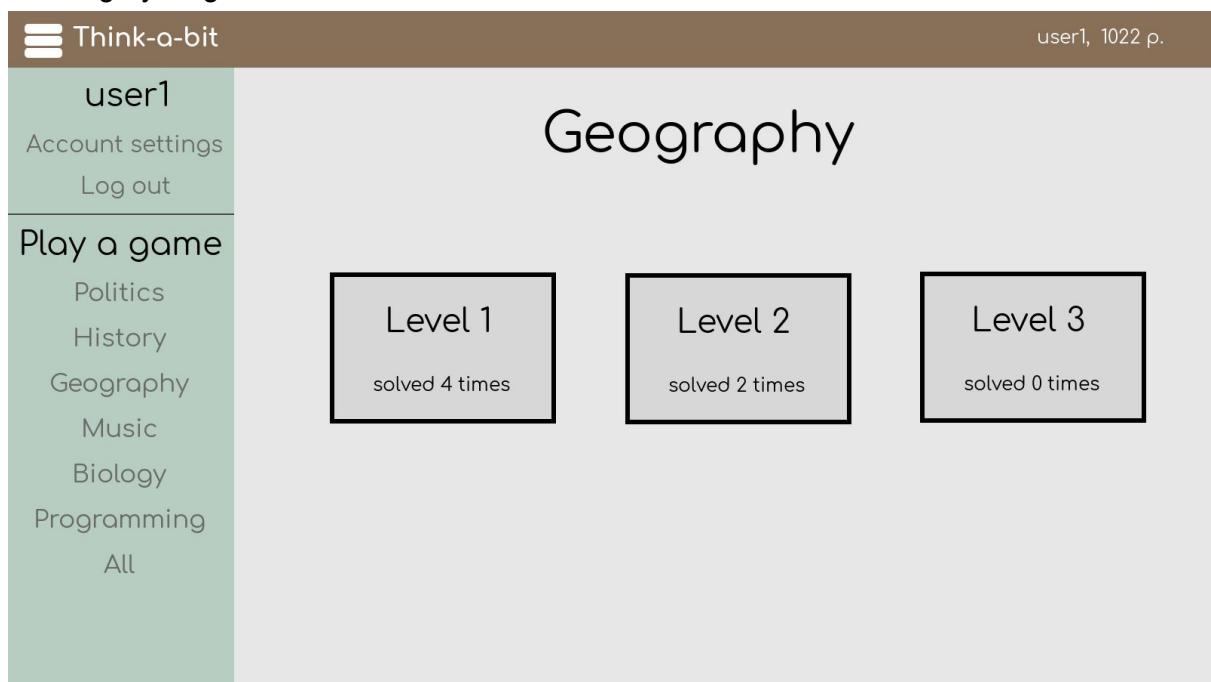


The screenshot shows the 'Log in' page of the 'Think-a-bit' application. The page has a dark brown header with the 'Think-a-bit' logo on the left and 'Log in' and 'Register' links on the right. The main content area is light gray and contains the title 'Log in' centered. Below the title are three input fields: 'username', 'password', and a 'Submit' button, all centered and stacked vertically.

### 3. Select category



### 4. Category stages



## 5. Question

≡ Think-a-bit

user1, 1022 p.

user1

Account settings

Log out

Play a game

Politics

History

Geography

Music

Biology

Programming

All

# Geography

<- Previous		finish	Next ->
What is the length of the Equator?			
Question 2/10			
A) 40075 km	B) 20014 km		
C) 10722 km	D) The Earth is flat		

## 6. Stage result

≡ Think-a-bit

user1, 1022 p.

user1

Account settings

Log out

Play a game

Politics

History

Geography

Music

Biology

Programming

All

Result: Failed

Questions you got wrong:

What is the length of the Equator?

What is the capital of Turkey?

4 attempts left