WELCOME TO
THE
PRESENTATION
ON
“**QUIZ GAME**”

SANJAY GHODAWAT UNIVERSITY

Kolhapur

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PROJECT PRESENTATION

ON

" QUIZ GAME "

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INTRODUCTION

Welcome to the world of "Quiz Challenge"! This innovative game invites you to learn and master in any subject through an engaging and interactive experience. Whether you're a beginner eager to grasp the fundamentals or an experienced programmer looking to sharpen your skills, this game offers a fun and effective way to explore the world of Knowledge. Get ready to embark on a journey of learning, competition, and self-discovery as you navigate through a series of intriguing quizzes and activities.

PROBLEM DEFINATION

A Quiz Game in C++ is a program that challenges users' knowledge on a specific topic by presenting a series of questions and evaluating their answers. The primary goal of this project is to create an interactive and engaging quiz game that can be played on a computer. The game should be designed to provide users with a set of multiple-choice or true/false questions related to a particular subject, such as geography, history, science, or pop culture. The program should keep track of the user's score and provide feedback on whether their answers are correct or incorrect

OBJECTIVES

- **Test Knowledge**: The primary objective of a quiz game is to test players' knowledge on a specific topic or a range of subjects. The game should challenge players' understanding, memory, and critical thinking skills.

• **Educate and Inform**: In addition to testing knowledge, a quiz game can aim to educate and inform players about various topics. It should provide interesting facts, explanations, and insights related to the questions and answers.

• **Engage and Entertain**: The game should be engaging and entertaining to keep players hooked. It should have interactive elements, engaging visuals, and perhaps a competitive element to make the experience enjoyable.

• **Encourage Learning**: While players compete to answer questions correctly, the quiz game should encourage learning. Players should be motivated to improve their knowledge base and seek accurate information to perform better in the game.

SCOPE

1. **User Interaction:** The program engages users by prompting them to enter their name, age, and choose a subject (History or Science) to take a quiz on.

2. **Educational Value:** It offers a set of predefined questions related to the selected subject (History or Science). These questions aim to test the user's knowledge in the chosen subject.

3. **Scoring System**: The program implements a scoring system where users earn points for each correct answer. It calculates and displays the user's total score at the end of the quiz.

4. **Pass/Fail Feedback:** Based on the total score, the program provides feedback to the user, indicating whether they passed or failed the quiz.

5. **Modularity and Reusability:** The code is structured in a modular way, making it easy to add more subjects and questions. This means the program's scope can be expanded by simply adding new subjects and questions.

PROBLEM IDENTIFICATION

1. **Lack of Structured Learning Resources:** Existing C++ learning resources often lack a structured approach, making it challenging for learners to follow a logical progression in mastering the language.
2. **Theory-Practice Gap:** Many learners struggle to bridge the gap between theoretical knowledge and practical coding skills, hindering their ability to effectively use C++ in real-world applications.
3. **Inadequate Real-World Context:** Current learning materials often fail to provide learners with real-world examples and applications of C++ programming, limiting their understanding of the language's practical relevance.

SYSTEM REQUIREMENT SPECIFICATION

Software Requirement:

- Dev C++
- Microsoft visual studio code
- Turbo C

Hardware Requirement :

- Laptop
- Intel(R) Core(TM) i3 - Processor
- RAM – 4 GB / 8 GB
- Storage – 512GB /1TB

ALGORITHM

Step 1 : START

Step 2 : Display Quiz Game

Step 3 : Press Enter to start the quiz

Step 4 : Enter personal details

Step 5 : Are you ready to take the quiz {condition (YES / NO) }

Step 6 : If yes Ask the question

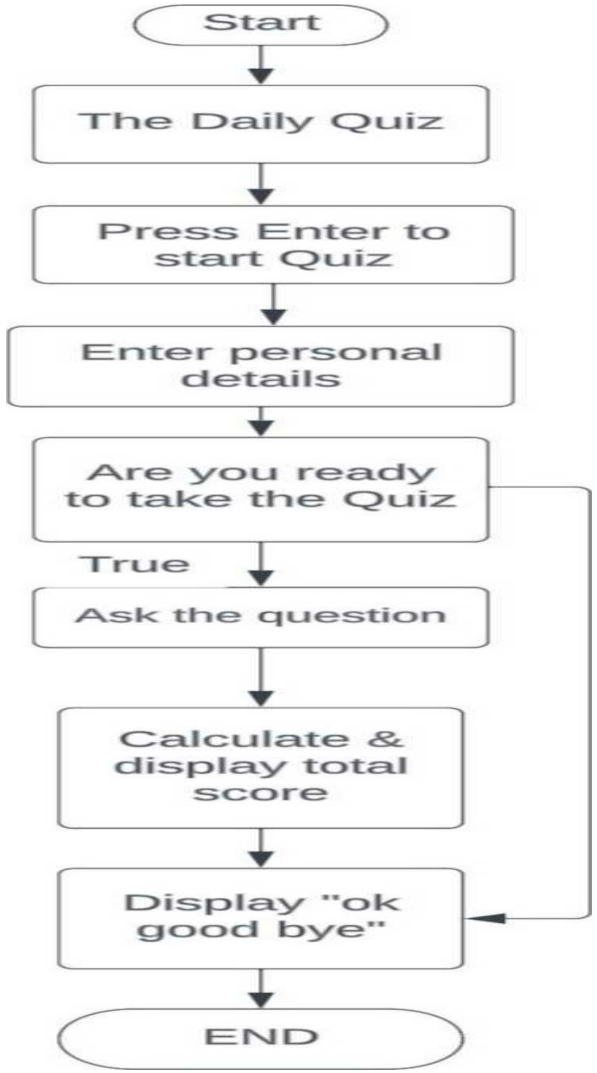
Step 7 : Calculate the total score

Step 8 : Display pass or fail

Step 9 : If condition is false then it will display " OK GOOD BYE "

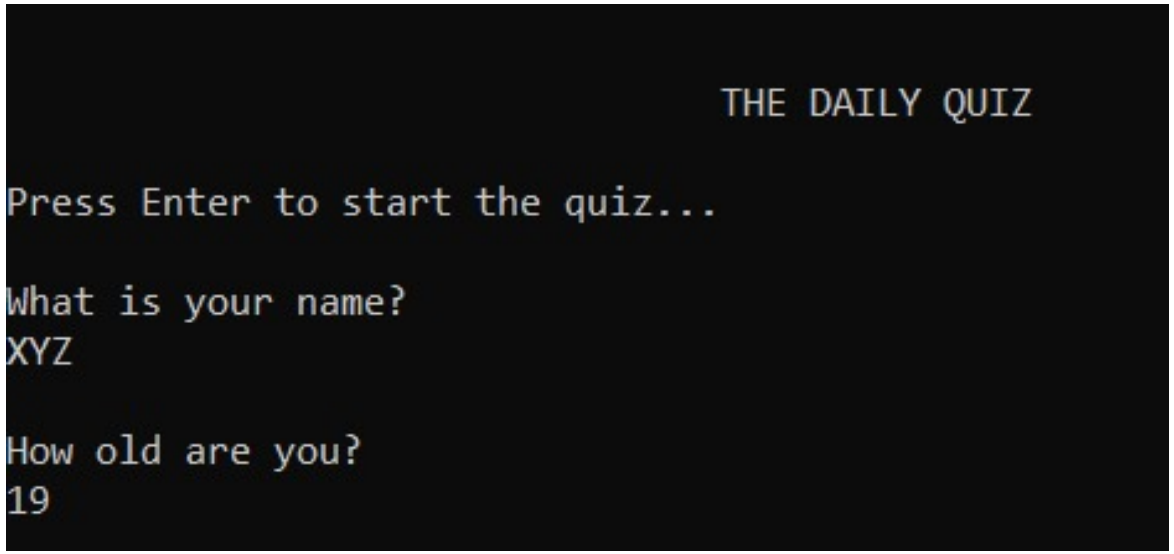
Step 10 : END

FLOWCHART


Start
The Daily Quiz
Press Enter to start Quiz
Enter personal details
Are you ready to take the Quiz
True
Ask the question
Calculate & display total score
Display "ok good bye"
END

OUTPUT

WELCOME MESSAGE



ENTER THE CHOICE

```
Are you ready to take the quiz, XYZ? (yes/no)
yes
Choose a subject (History/Science): Science
Welcome to the Science Quiz!
```

IF ANSWER IS CORRECT

```
Question 1: What is the chemical symbol for water?
1. H2O
2. CO2
3. O2
4. H2SO4

What is your answer?(in number)
1

Correct !
Score = 10 out of 10!
```

IF ANSWER IS WRONG

```
Question 2: Which planet is known as the Red Planet?
1. Mars
2. Venus
3. Jupiter
4. Saturn

What is your answer?(in number)
2

Wrong !
Score = 0 out of 10!
Correct answer = 1.
```

RESULT

```
Total Score = 40 out of 60
Congratulations, you passed the quiz!
```

ADVANTAGES

Educational Value: This code allows users to take a quiz on two different subjects, History and Science. It can be a useful educational tool to test and expand one's knowledge in these subjects.

Modularity: The code is well-structured using classes (Question, Subject) to separate concerns. This makes it easy to extend or modify the program by adding more questions or subjects.

Reusability: The code is designed to be reusable. You can add more subjects and questions by creating new instances of the Subject class and loading questions into them.

User Interaction: The program engages the user by asking for their name, age, and allowing them to choose a subject. It also provides feedback on the total score and whether the user passed the quiz.

FUTURE SCOPE

1. Enhanced Features: Consider adding more diverse question types, a wider range of topics, and various difficulty levels to cater to different users. Implement multimedia features such as images, videos, or audio clips in questions to enrich the experience.

2. Multiplayer Functionality: Extend the game to include multiplayer modes, allowing users to compete with friends or other online players. Implement leaderboards and social integration to enhance engagement.

3. Improved User Interface: Work on enhancing the game's visual appeal, making it more user-friendly and intuitive. Consider implementing animations, themes, and customizable options for users.

4. Mobile Adaptation: Consider adapting the game for mobile platforms. Creating a mobile version can significantly increase accessibility and user reach.

CONCLUSION

The conclusion of a quiz game developed using C++ can be multifaceted, depending on various aspects such as the project's success, the challenges faced, user feedback, and the achieved objectives.

REFERENCE

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3. https://codereview.stackexchange.ocm/questions/37430

THANK YOU