

# **PROJECT NAME : QUIZ GAME**

## **PROJECT SYNOPSIS**

**Submitted in partial fulfillment of the**

**Requirements for the award of the degree of**

**Bachelor of Technology**

**in**

**Department of Computer Science & Engineering**

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# **CERTIFICATE**

I hereby certify that the work which is being presented in the B.Tech Dissertation (Report) entitled “**Quiz Game**” in partial fulfillment of the requirements for the award of **Bachelor of Computer Application in Computer Science and Engineering** and submitted to the **Department of Computer Science and Engineering** of JIS University is an authentic record of my own work carried out during a period from Oct 2025 to Nov 2025 under the supervision of “***Dr. Bidisha Bhabani***”.

The matter presented in this thesis has not been submitted by me for the award of any other degree elsewhere.

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# **ACKNOWLEDGEMENT**

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## **--THANKS--**

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# **ABSTRACT**

This report presents the design and development of a Quiz Game created to provide an engaging and educational experience for users. The game includes multiple questions from selected topics, where players select answers and receive immediate feedback based on their responses. The purpose of the project is to enhance learning, improve memory retention, and encourage active participation through interactive gameplay.

The Quiz Game demonstrates the use of programming concepts such as conditionals, loops, data handling, and user interaction. By developing this project, a better understanding of logical thinking, interface design, and realtime response systems was gained. The final outcome is a simple, userfriendly quiz application that helps users test and improve their knowledge in a fun and effective way.

# **INTRODUCTION**

A quiz game is an interactive activity designed to test knowledge, improve learning, and make education enjoyable. In this project, a Quiz Game was developed with the aim of providing users an engaging way to answer questions from different topics. The game challenges the player's memory, accuracy, and quick thinking while making the learning process fun and competitive.

This project helps in understanding logical thinking, coding structure, and user interaction in a game environment. It also demonstrates how simple programming concepts like decisionmaking, loops, and input/output can be used to create an interactive application. Overall, this quiz game project serves as a useful example of combining education and technology to create a meaningful learning experience.

# LITERATURE SURVEY

A quiz game is a well-known interactive learning tool used in education, entertainment, and skill testing. Over the years, various digital and mobile quiz applications have been developed to make learning more engaging and accessible. Popular platforms like Kahoot, QuizUp, and Google Forms quizzes have demonstrated how gamification can increase participation, motivation, and interest among users. These systems use features such as multiple-choice questions, timers, scoring systems, and instant feedback to enhance the learning experience.

Traditional quizzes were mostly conducted in classrooms or competitions, but with the growth of technology, quizzes have become digital, user-friendly, and customizable. Online quiz systems allow self-assessment, remote participation, and easy tracking of scores. Research studies on e-learning and educational games suggest that interactive quiz-based learning improves memory retention, problem-solving ability, and student engagement.

Despite the availability of many quiz applications, some limitations still exist, such as lack of offline accessibility, limited personalization, or complex interfaces for beginners. Therefore, designing a simple, user-friendly quiz game offers an opportunity to bridge these gaps by providing a platform that is easy to use, and the survey highlights the need and relevance of developing an

# **GAP ANALYSIS**

- A quiz game in C involves comparing its current features with the ideal, desired features and identifying the steps needed to bridge that gap.
- Our quiz game only shows :
  1. Sequential questions
  2. Multiple choice
  3. Basic scoring
  4. Simple user interface

# OBJECTIVES

1. ENHANCING PROBLEM-SOLVING SKILLS
2. IMPROVING PROGRAMMING SKILLS
3. OFFERS A USER-FRIENDLY INTERAFCE
4. SCORING AND EVALUATING PERFORMANCE

# METHODOLOGY

The development of the Quiz Game followed a structured and step-by-step approach to ensure proper planning, design, and implementation. The methodology used in this project can be divided into the following stages:

## 1. Requirement Analysis

In this stage, the purpose and scope of the quiz game were identified. The key features such as multiple-choice questions, scoring system, user input, and result display were finalized. The target users and expected functionality were clearly defined.

## 2. Design Phase

A basic design of the game interface and program structure was created. The flow of the game — including question display, answer input, score update, and result output — was represented using a flowchart or algorithm. This phase helped in understanding the logical sequence of the program.

## 3. Implementation

The quiz game was developed using programming concepts such as variables, loops, conditional statements, and functions. Questions and answers were added, and the logic for checking correct responses, updating the score, and displaying the final result was programmed.

## 4. Testing and Debugging

After implementation, the game was tested to ensure it worked as expected. Different inputs were checked to confirm correct scoring, smooth question flow, and error-free execution. Any detected errors or bugs were fixed during this stage.

## 5. Evaluation and Improvement

Based on testing results and feedback, improvements were made to enhance user experience, readability, and accuracy. Additional features may be added based on future requirements, such as timed questions or sound effects.

## **RESULT & DISCUSSION**

The Quiz Game project was successfully developed and executed based on the planned requirements and methodology. The final version of the game allowed users to answer questions, receive instant feedback, and view their final score at the end of the quiz. The system performed as expected, and all major functions such as question display, answer validation, scoring, and result calculation worked smoothly. accessible quiz game project with basic game mechanics and enjoyable learning features ional, and suitable for different age groups. This literature .

During testing, users found the game easy to understand and operate. The multiple-choice format made the game interactive and reduced input errors. The feedback feature helped users immediately identify correct and incorrect answers, making the learning process more engaging. The scoring system successfully motivated users to improve their performance with repeated attempts.

The results indicate that the quiz game can be effectively used as a learning tool, especially for self-assessment and revision. However, feedback also showed areas for improvement, such as adding more questions, including different difficulty levels, and providing a timer to make the game more challenging. These suggestions will be useful for enhancing the game in future updates.

Overall, the project achieved its objective of creating a functional, user-friendly quiz application that helps users test their knowledge in an interactive and enjoyable way.

## **CONCLUSION**

The Quiz Game project successfully demonstrated how simple programming concepts can be applied to create an interactive and educational application. The system allowed users to answer multiple-choice questions, receive instant feedback, and track their performance through a scoring mechanism. Through this project, important programming skills such as logical thinking, problem-solving, input handling, and control structures were applied effectively.

The project achieved its main objective of creating a user-friendly quiz platform that makes learning enjoyable. It also showed how digital quizzes can enhance memory, encourage participation, and support self-evaluation. Although the current version contains basic features, there is potential for future improvements such as adding more question categories, difficulty levels, a timer, and a graphical user interface. Overall, the project was successful and provided a valuable learning experience in both programming and game development.

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2. GeeksforGeeks: Implementation of Quiz Programs and Conditional Statements.

Used as a reference for coding examples and syntax ideas.

3. TutorialsPoint: User Input, Loops, and Control Flow in Programming-

Referred for understanding decision-making statements and iterative structures used in quiz systems.

4. Existing Online Quiz Platforms (Kahoot, QuizUp, and Google Forms Quiz):

Used to study design concepts, scoring systems, and user-interaction features.

5. Project Development Notes and Classroom Materials :

Used for planning methodology, structuring report content, and defining objectives.

6. Academic Articles and Resources on Gamified Learning and Educational Games Used for understanding the importance of quizzes in learn.



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