

MINI-PROJECT REPORT

Quiz Game



L&T Technology Services

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Introduction:

A quiz is a form of game or mind sport in which players attempt to answer questions correctly about a certain or variety of subjects. Quizzes can be used as a brief assessment in education and similar fields to measure growth in knowledge, abilities, or skills. Multiple Choice Quiz is a form of an objective assessment in which respondents are asked to select only correct answers from the choices offered as a list.

State of Art:

Multiple choice quiz is frequently used in college classrooms as part of student assessment. Research has shown that there are ways to optimize the construction and use of multiple choice testing to benefit college classroom instruction and assessment, student learning, and performance, and to more efficiently utilize instructor's time and energy.

Some of the features of the project:

In this quiz game you can store the username, view the highest score secured by a user, and even reset the score. Additionally, to make the game look a little more interesting, it is divided into two rounds; user must pass the first round to reach the second one.

Who:

Students who want to participate in quiz game related to their academic work.

What:

Making a game for entertainment.

When:

It requires respondents to select only correct answers from the choice options. MCQs are mostly used in educational testing, customer reviews, market research, elections, etc. Although they take different forms depending on their purpose, they have the same structure.

Where:

Students, employees, and researchers all over the world.

How:

This project is implemented by using loops, function call and other functionalities of C.

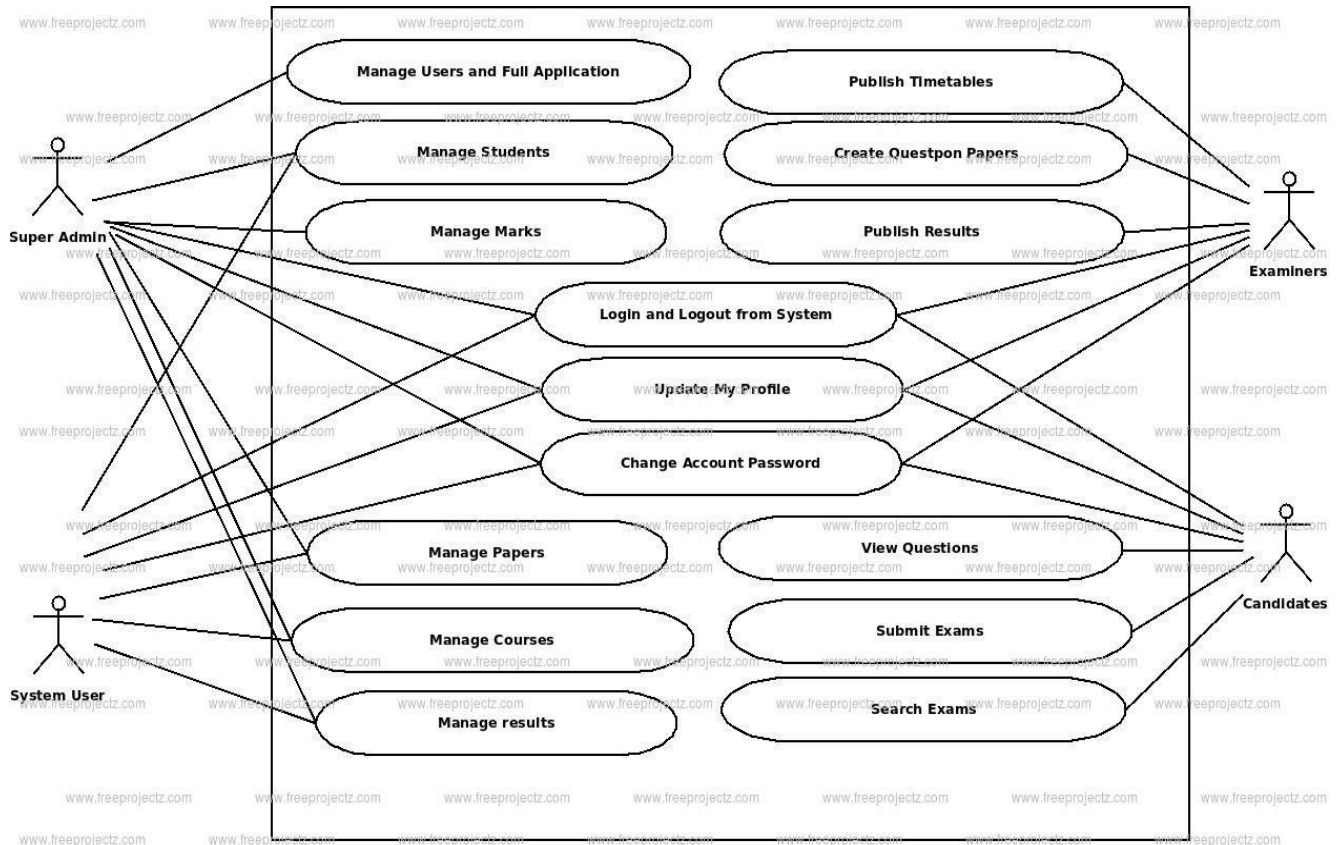
REQUIREMENTS

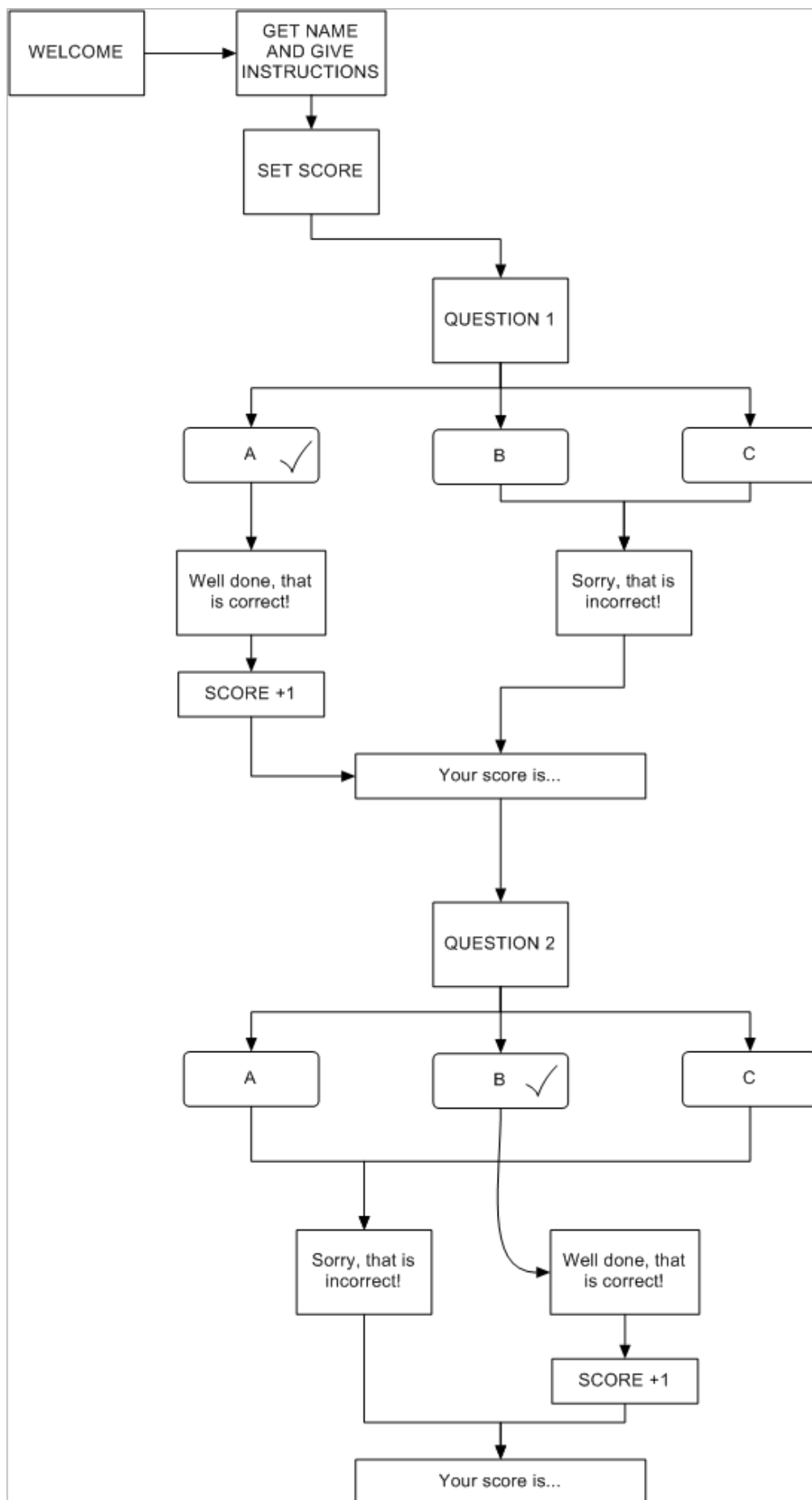
SWOT ANALYSIS

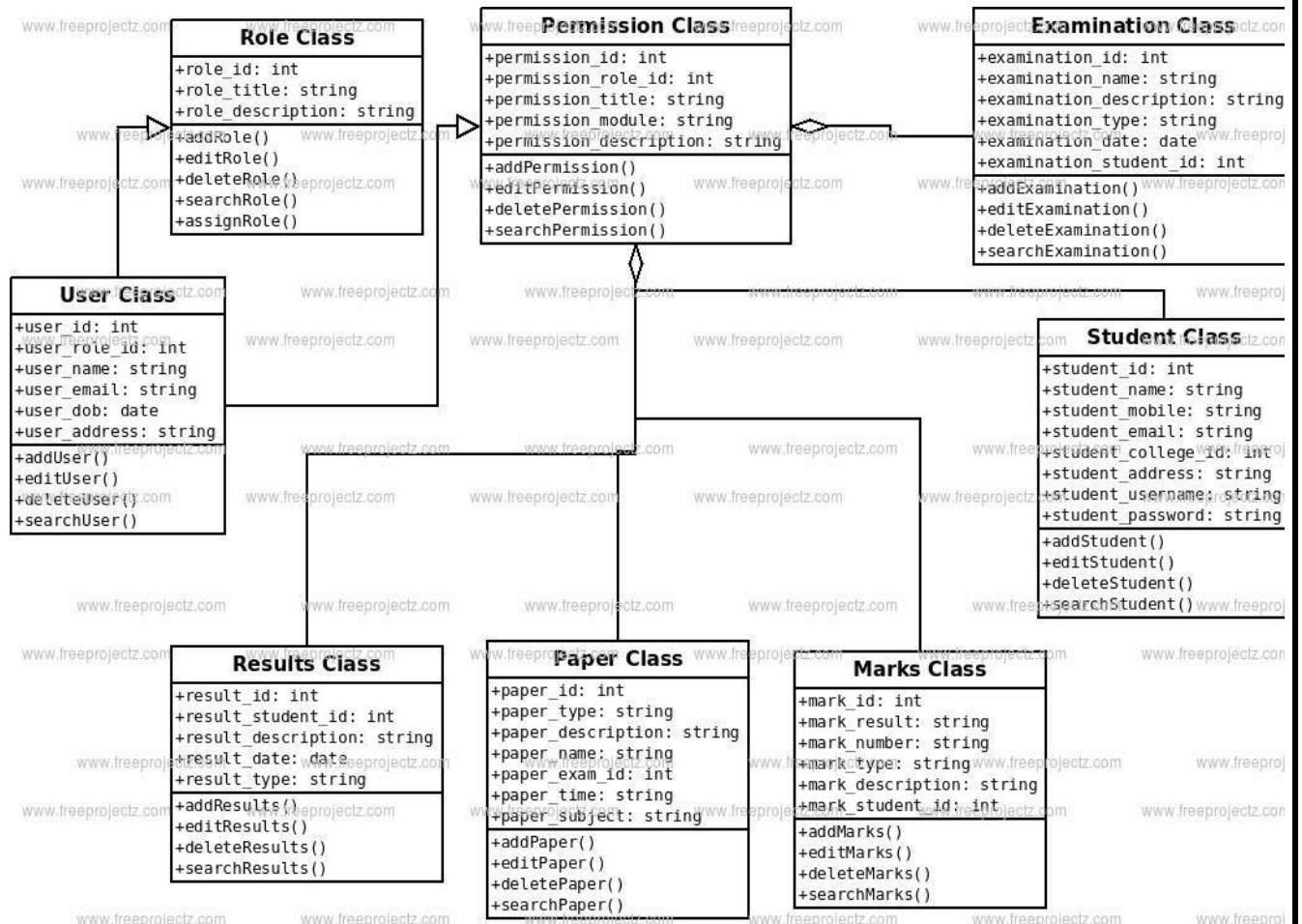
<p>Strengths</p> <ul style="list-style-type: none">• Attractive, colourful interface• Encourages active participation• Completely free• Multiple question styles• Easy-to-create quizzes• Allows the shy student to answer questions without embarrassment• Shapes are used to accommodate any student with colour vision impairment	<p>Weakness</p> <ul style="list-style-type: none">• Aware of an expectation for quick response, students may guess or answer questions without through consideration• Noise generated when large groups of students become excited• Students without a device are not monitored• Being ranked on performance does not appeal to all students
<p>Opportunities</p> <ul style="list-style-type: none">• Can be used on most browsers, app available but not essential• Enables social interaction and discussions between class members• A bank of quizzes is available for adaption	<p>Threats</p> <ul style="list-style-type: none">• Limits on characters allowed per question: ninety per question; sixty per answer• If connection is lost, user will lose track of progress• Cannot be embedded within slides without use of third party provider

High Level Requirements	Low Level Requirements
It is easy to apply and score.	There is a chance success.
All kinds of information can be measured.	It does not improve the ability of expression.
To answer the questions takes a short time.	Most of the test time is spent on reading choices and finding the right answer.
It is suitable to be used in exams for groups with high participation.	It measures knowledge and remembering and is limited in measuring information that is at the level of synthesis and evaluation.
It is easily applicable at all levels and stages of education.	The forming, organizing, and writing of the questions requires expertise and experience.
Reliability and content validity are high since it is possible to ask many questions in the exam.	It is not used much in the measurement of advanced behaviors.
When the answers are not marked on the exam paper, the exam paper can be used repeatedly.	
The exam results are objective since they do not vary from evaluator to evaluator.	
It provides a variety of statistical applications. Statistical procedures can be carried out with data obtained from the exam.	

Architecture:







TEST CASES: -

High Level Test Plan:

ID	Description	Expected Input	Expected Output	Actual Output
H01	Welcome to quiz game	Temporary score	Success	Success
H02	Multiple choice answers	Temporary score	Success	Success
H03	Highest score	Temporary score	Success	Success

Low Level Test Plan:

ID	Description	Expected Input	Expected Output	Actual Output
L01	Total Evaluation	Scores of quiz	Success	Success

Output Images:

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C PROGRAM QUIZ GAME

WELCOME
to
THE GAME

BECOME A MILLIONAIRE!!!!!!!!!!!!

> Press S to start the game
> Press U to view the highest score
> Press R to reset score
> press H for help
> press Q to quit

What is the National Game of England?
A.Football          B.Basketball
C.Cricket           D.Baseball
Correct!!!
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*****  
John has secured the Highest Score 400000.00  
*****
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