

# Quiz Project - Analysis Part

**Objective:** Create a multiplayer quiz app with real-time features using JavaScript frameworks and WebSocket.

## Analysis Requirements:

1. Mock-ups: Provide visual mock-ups of each view.
2. React Components: List and specify details of all components, including props, state variables, actions on load, interactions, and WebSocket events.
3. WebSocket Events: List and detail each event, including name, emitting and listening parts, and required actions.
4. HTTP Requests: If used, list routes, methods, payloads, and required actions.

## Design Requirements:

### *Teacher's Point-of-View:*

- Creation of a New Room: Create quizzes, set timers, select difficulty and number of questions, and generate a unique code for users.
- Monitoring the Quiz: View progress without interference.
- After the Quiz: View scores and winner.

### *Player's Point-of-View:*

- Joining a New Room: Enter quiz code and name.
- While the Quiz is Running: Participate simultaneously, real-time synchronization, interactive countdown, intuitive UI, and view results after each question.
- After the Quiz: View scores and winner.

### *Scope:*

- No persistent leaderboard or ability to interrupt a launched quiz.
- Backend server to keep data on current quiz rooms. Data persistence is not required.