# 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.