“KWIZZLE”

Web Application

**INTRODUCTION**

“KWIZZLE” is a web-based quiz application. It enables the user to undertake a series of questions.

The goal of this project is to create a user-friendly quiz application that allows participants to answer multiple-choice questions and receive their scores at the end.

The project is designed and implemented using HTML, CSS, and JavaScript.

**HOW TO PLAY**

1. This is the initial page. User can begin the quiz by clicking the start button.
2. There are questions displayed on the screen. After selecting an option user can move to another question by clicking next button.
3. If the option selected is right, then it will be green in colour.
4. If the selected option is wrong, then it will be in red colour and the correct answer is shown in green.
5. When you complete the quiz, a page with your score and a restart button are displayed. User can restart the game by clicking the restart button.