



MINI – PROJECT – I

SYNOPSIS

WHIZZKID

Department of Computer Science & Application

Institute of Engineering & Technology

SUBMITTED BY: -

Prapat Jain

Sec-F

2115000740

Veshnavi Sharma

Sec-C

2115001108

SUBMITTED TO: -

Mr. Mayank Saxena

(Training and Placement

Department)

(Technical Trainer)

DECLARATION

We hereby declare that the work which is being presented in the project synopsis “**WHIZZKID**” in partial fulfilment of the requirement for project is an authentic record of our work carried under the supervision of **Mr. Mayank Saxena, Technical Trainer, GLA University, Mathura** during session **2023-24**.

Sign: _____

Name of the candidate	URN	Sign
Prapat Jain	2115000740	
Veshnavi Sharma	2115001108	

ACKNOWLEDGEMENT

It gives us a great sense of pleasure to present the synopsis of the B. Tech. Mini Project undertaken during III Year. This project is going to be an acknowledgement for the inspiration, drive and technical efforts which will be contributed to it by its contributors. We would like to express our gratitude to **Mr. Mayank Saxena, Technical Trainer (T&P department)**, for his unwavering encouragement and support, which allowed us to develop this project to the fullest extent of our skills.

We would also like to thank all the faculty members of the department of Computer Science & Application for their kind guidance and cooperation.

Prapat Jain (2115000740)

Veshnavi Sharma (2115001108)

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INTRODUCTION

"**WHIZZKID**" is an innovative online quiz platform designed to provide an engaging and educational experience for users of all ages. This project aims to create a user-friendly, feature-rich, and customizable platform for creating, sharing and taking quizzes on a wide range of subjects.

The application will be built using **HTML, CSS, JavaScript, Node.js, ReactJS, MongoDB**. To ensure a consistent user experience, the application will utilize the Bootstrap framework.



OBJECTIVE

The objective of an online quiz platform is to create a dynamic digital ecosystem that fulfills a multifaceted role in the modern era. At its core, this platform strives to promote learning, enhance engagement, and build a thriving online community. It accomplishes these objectives by embracing several fundamental principles.

First and foremost, the platform recognizes the importance of learning and knowledge acquisition. It serves as an educational resource by offering a rich tapestry of quizzes spanning a wide array of subjects and topics. It caters to a broad spectrum of users, including students, educators, and individuals with a lifelong quest for knowledge. These quizzes not only inform but also entertain, making the learning experience engaging and enjoyable.

What sets this platform apart is its focus on customization and personalization. Users are empowered to become creators themselves, enabling them to craft and share quizzes tailored to their unique interests and educational goals. This personal touch not only enhances the user experience but also fosters a dynamic and interactive environment.

In summary, the online quiz platform is a versatile and user-centric digital space that seamlessly combines education, entertainment, customization, and community engagement. By embracing these principles, it creates an enriching and vibrant experience for a diverse and global user base.

SCOPE OF WHIZZKID

An online quiz platform designed for students has a comprehensive scope. It primarily focuses on enhancing students' academic experience by offering subject-specific quizzes to reinforce learning and improve academic performance. The platform covers a broad range of subjects, supports self-assessment, and provides customization options for individualized learning. It also includes tools for tracking progress, encourages collaborative learning, and is accessible on various devices.

Gamification elements make learning engaging, while feedback mechanisms ensure continuous improvement based on student input. Privacy and security are prioritized, and the platform fosters a sense of community among users. Integration with the curriculum further enhance its functionality, making it a valuable tool for students.

METHODOLOGY

The methods, tools, and technologies we plan to use in our project are as follows-

HTML: Hyper-Text-Markup-Language is used for structuring web pages over the internet. HTML is the language in which most websites are written. HTML is used to create pages and make them functional.

CSS: Cascading-Style-Sheet is a styling language used to style and basically define how the content will appear on the website.

JavaScript: JavaScript is a scripting or programming language which is now used extensively to design modern web applications and website, it allows the developer to write application which modify themselves according to each user and its data, this made web applications much more accessible and suitable for many purposes.

ReactJS: React is a JavaScript library used for building user interfaces. It primarily focuses on components that are reusable and assist in creating dynamic user interfaces. It optimizes performance through the use of a Virtual DOM and simplifies development with a declarative syntax.

NodeJS: Node.js is a cross-platform, open-source server environment that can run on Windows, Linux, Unix, macOS, and more. Node.js is a back-end JavaScript runtime environment, runs on the V8 JavaScript Engine, and executes JavaScript code outside a web browser.

Bootstrap: Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains HTML, CSS and (optionally) JavaScript-based design templates for typography, forms, buttons, navigation, and other interface components.

MongoDB: MongoDB is a popular NoSQL database that uses a document-oriented data model. Unlike traditional relational databases, MongoDB stores data in flexible JSON-like documents, which allows for greater flexibility and scalability.

PROPOSED SYSTEM AND FEATURES

The WHIZZKID platform will be designed to provide an efficient, user-friendly, and engaging experience for students, educators, and knowledge enthusiasts.

We aim to provide the following functionalities-

User Registration and Profiles:

User registration and profile creation.

Quiz Selection and Management:

Tools for selecting quizzes.

Categorize quizzes by topics

Quiz-Taking Interface:

User-friendly interface for selecting and taking quizzes.

Feedback on correct and incorrect answers after quiz completion.

Analytics and Performance Tracking:

Detailed analytics showing individual performance.

Performance metrics, including scores.

IMPLEMENTATION PLAN-

We aim to follow the following implementation plan-

1. Project Initiation
2. Needs Assessment
3. Planning and Design
4. Content Development
5. Development
6. User Interface and Experience (UI/UX)
8. User Engagement and Interaction
9. Deployment and Report Generation
10. Final Submission

TEAM MEMBERS-

1. PRAPAT JAIN - FRONTEND/BACKEND DEVELOPER

2. VESHNAVI SHARMA - FRONTEND/BACKEND DEVELOPER

RESOURCES REQUIRED

❖ SOFTWARE REQ:

- **Languages Used:** HTML, CSS, Javascript., NodeJS.
- **Framework used:** ReactJS .
- **Database:** MongoDB.
- **Tools:** VS Code,Chrome.
- **Version Control:** Github

❖ HARDWARE REQ:

- **Processor:** i3 or above.
- **Operating System:** Windows
- **Hardware Device:** Computer

REFERENCES

Books:

- a. Black Book HTML5, CSS, JS, NODEJS, REACTJS

Websites:

- a. MDN Web Docs
- b. W3Schools
- c. GeeksForGeeks
- d. CSSTricks

EXPECTED OUTCOMES

The project anticipates improved learning experiences and enhanced academic performance for users. It aims to create an engaging and secure platform that promotes personalized learning and continuous improvement. By fostering community building and offering robust support, the project intends to positively impact education and encourage increased platform usage.

PROJECT SUPERVISOR

Mr.Mayank Saxena (Technical Trainer, GLA University)

CONCLUSION

In wrapping up our college project on the online quiz platform, we'll aim to build a user-centric digital environment that promotes learning, self-assessment, and community interaction. The platform will provide a wide range of quizzes, customization options, and secure data handling to accommodate students, educators, and enthusiast collaborative learning community.

We also aim to deliver the project by keeping in mind all the necessary requirements and deadlines to our project supervisor as an authentic requirement of our work for this particular semester.